



“Horse & Ball” 1042-247 Final Board

Date 02/18/16

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 02/18/16
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Cole Sanchez

Storyboard by
Somvilay Xayaphone &
Seo Kim

MAR 03 2016

1042 247

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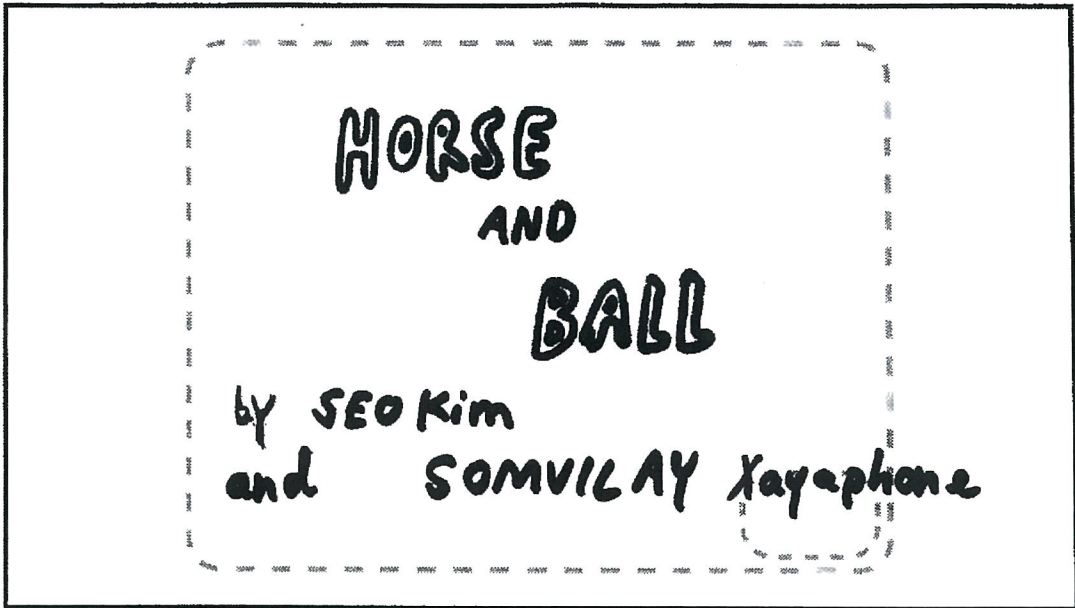
1042 247

ADVENTURE TIME

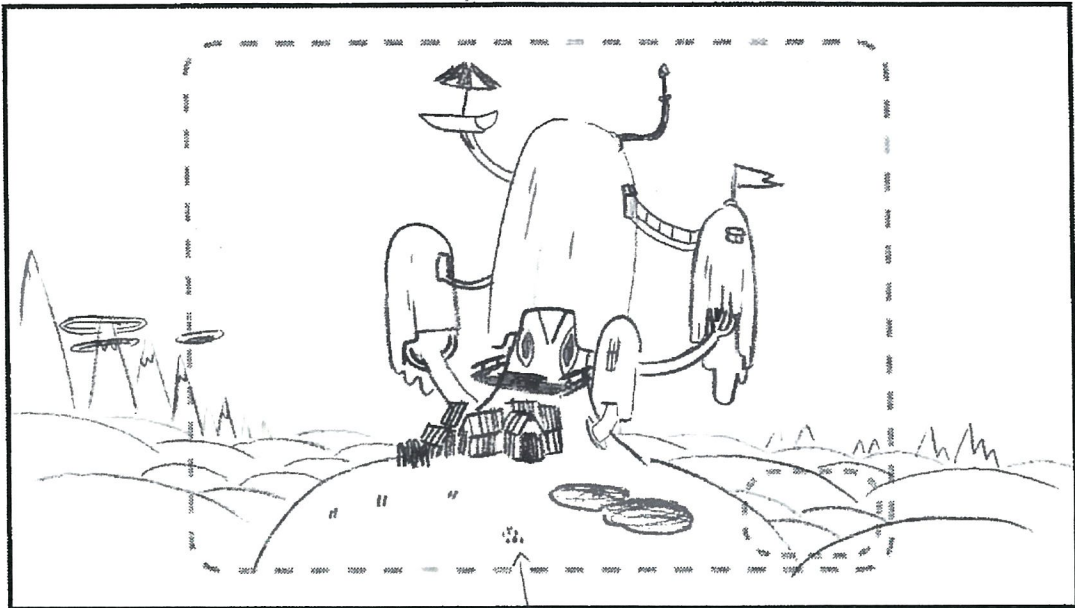


Page 01

Sc. Pnl. Bg. day night



Sc. 01 Pnl. A Bg. day night



Dialog:	
Action:	- GRAY MORNING - TREEHOUSE EXT.
Timing:	MAR 03 2016

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Production:

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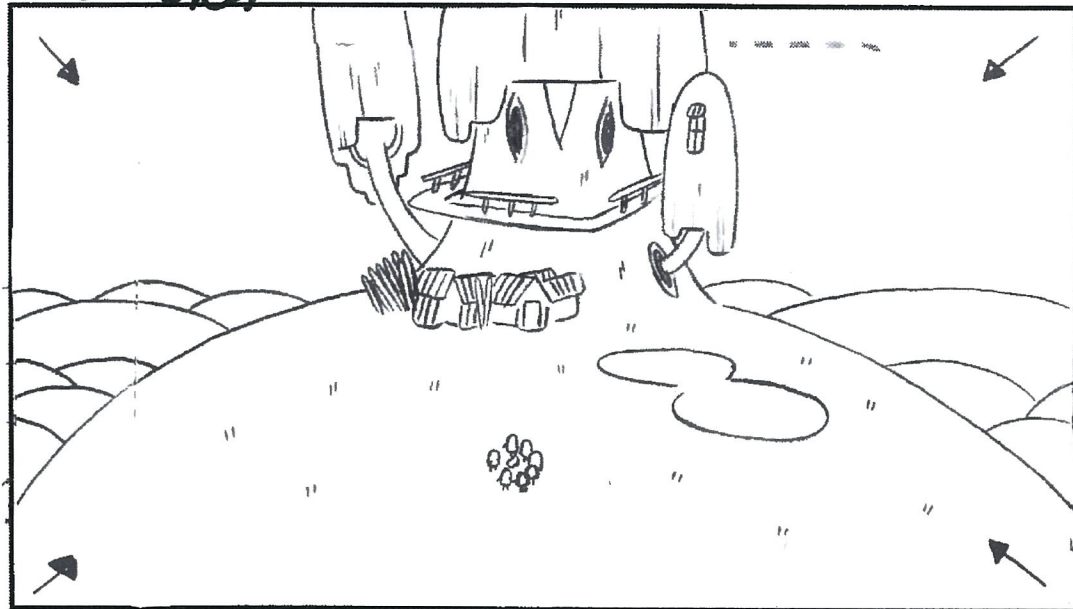
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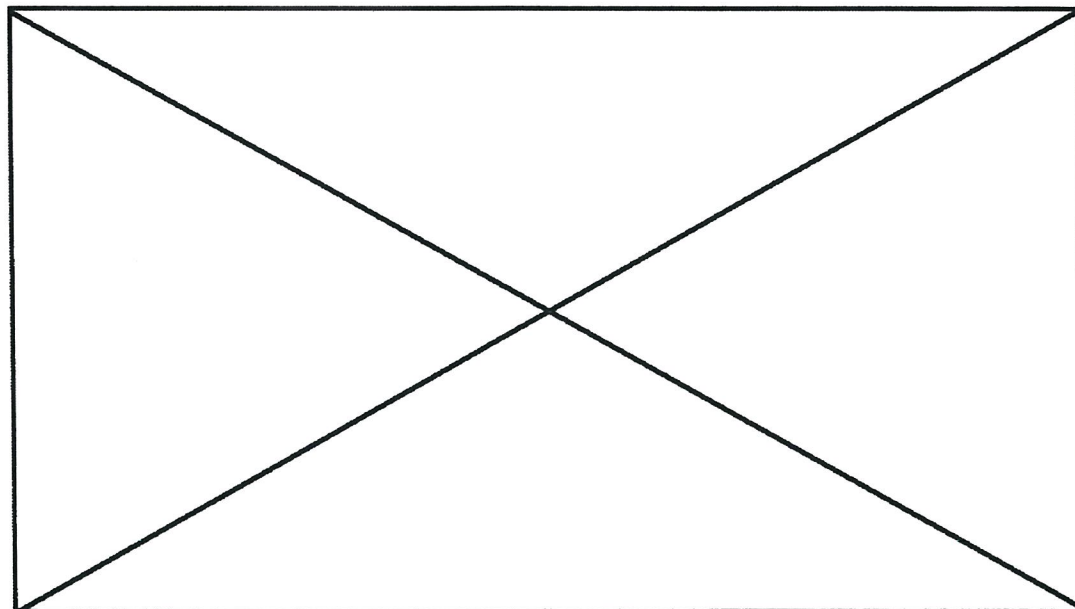


Page 02

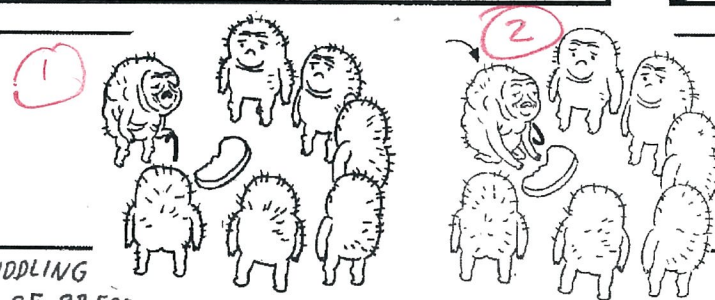
Sc. 01 *COAST* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:



Action: - SEVEN MOLE PEOPLE HUDDLING
AROUND HALF A CRUST OF BREAD.
- THE ELDEST KNEELS DOWN IN
FRONT OF BREAD. - TRUCK IN

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Timing:

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ADVENTURE TIME



Page 03

Sc. 02

Pnl. A

Bg.

day night

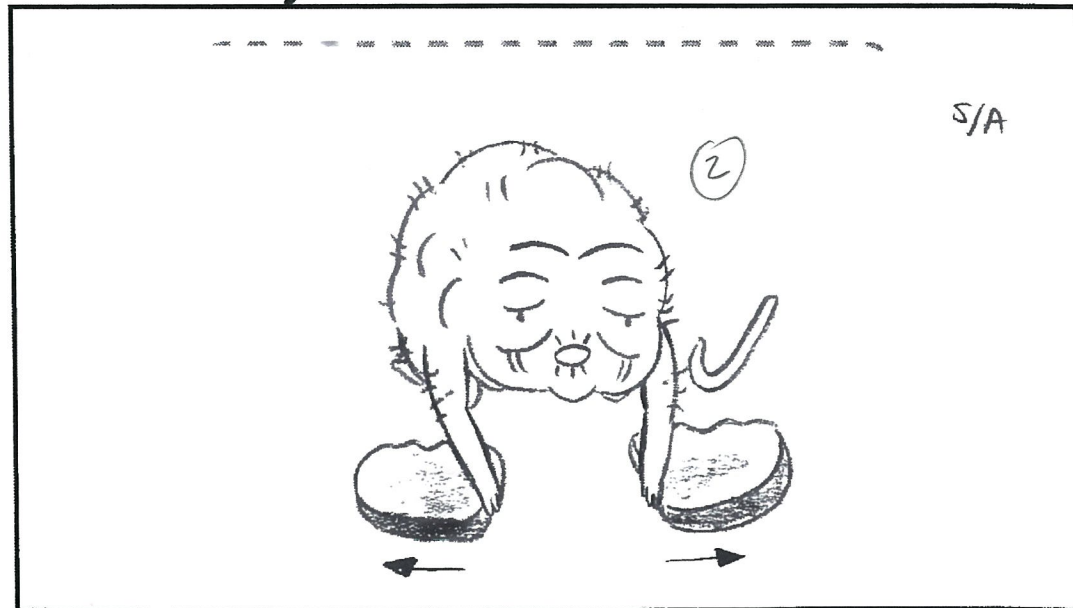
Sc. 02

cont

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



Elderly breaks bread
into 2 Pieces

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Production:

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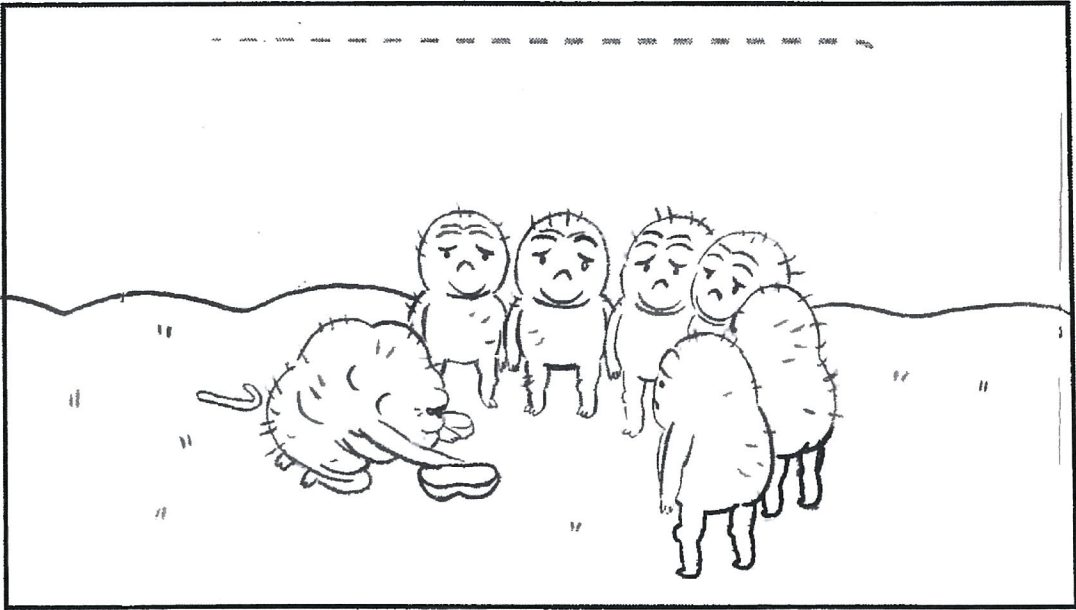


Sc. 03

Pnl. A

Bg.

day night

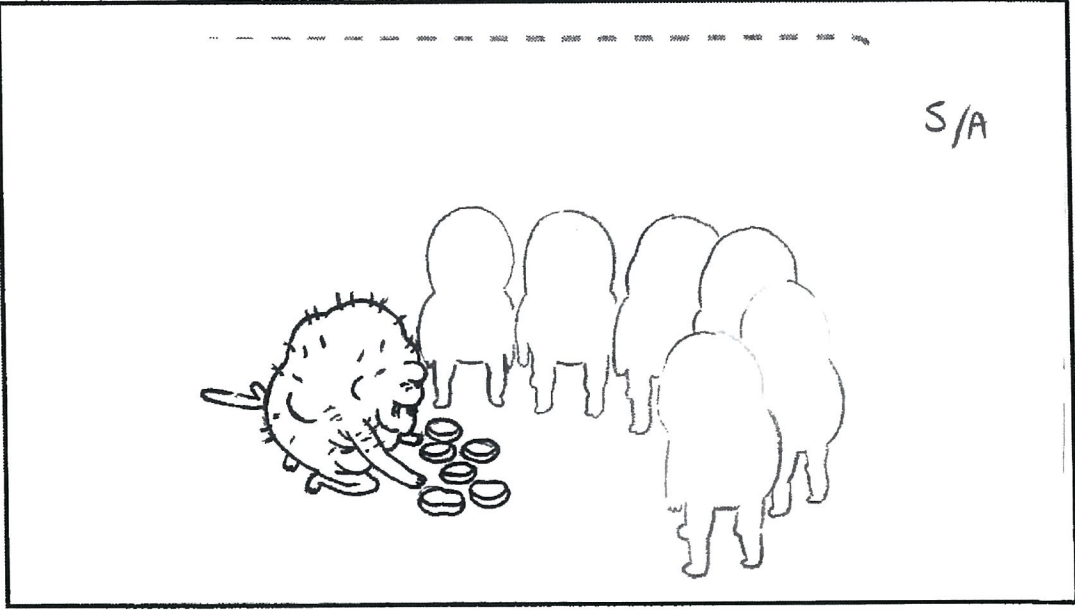


Sc. 03 cont

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

ELDEROLIO FINISHED WITH ONLY SIX PILES OF CRUMBS.

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ductit

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ADVENTURE TIME



Page 05

Sc. 03 cont

Pnl. C

Bg.

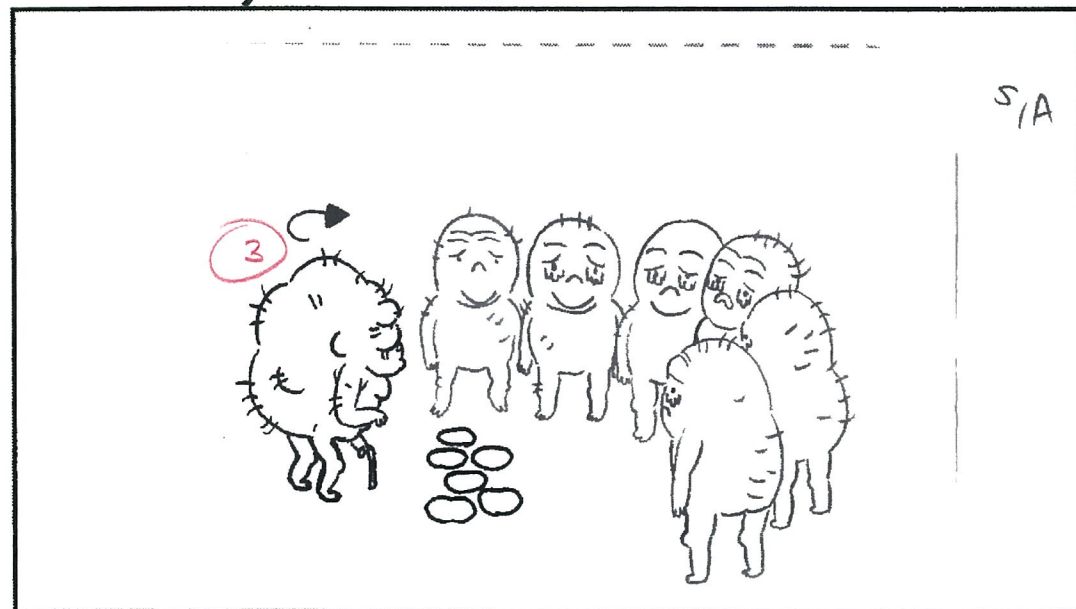
day night

Sc. 04

Pnl. A

Bg.

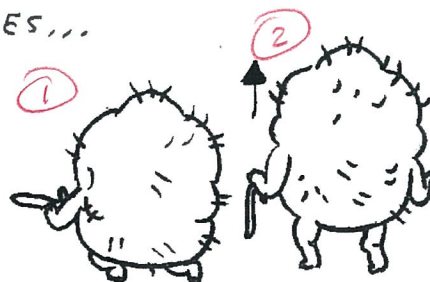
day night



Dialog: MOLG PERSON: ELDEROLIO, WHY ARE THERE ONLY SIX CRUMB PILES...

ELDEROLIO PICKS UP CANE.

Action: -OTHER MOLES LOOK TO ELDEROLIO WITH TEARS WELLING UP IN THEIR EYES.



ELDEROLIO: MOLE CHILDREN, SOON MY BODY WILL EXPLODE FROM EXHAUSTION...



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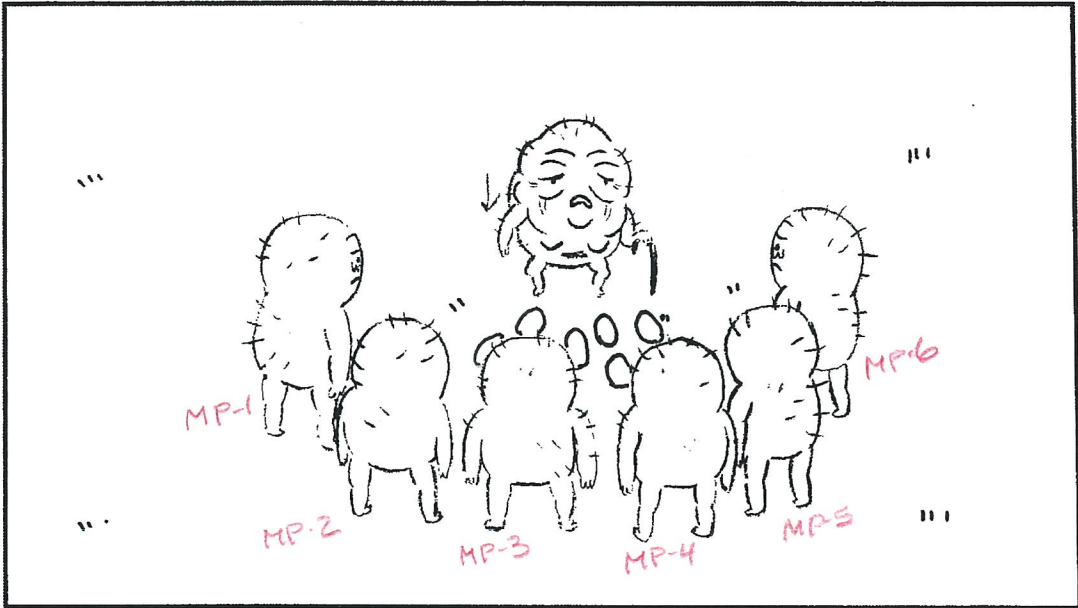


Sc. 05

Pnl. A

Bg.

day night

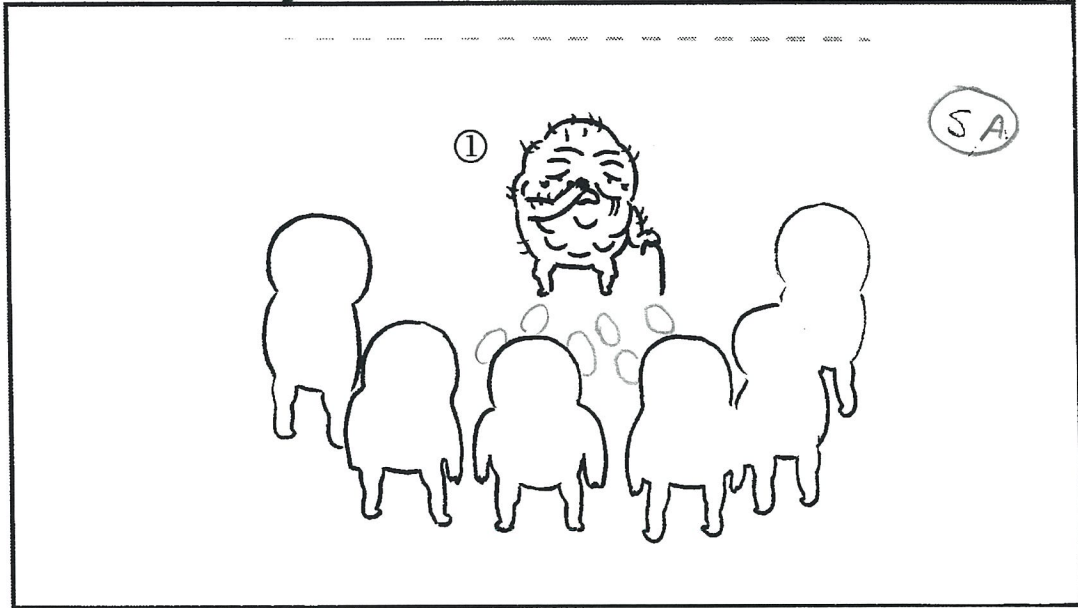


Sc. 05 cont

Pnl. B

Bg.

day night



Dialog: E: I NO LONGER NEED CRUMBS.

E: PLEASE PLACE MY BITS IN TREES WHERE THEY WILL BE RECLAIMED BY NATURE.

Action:



Timing:

2



3



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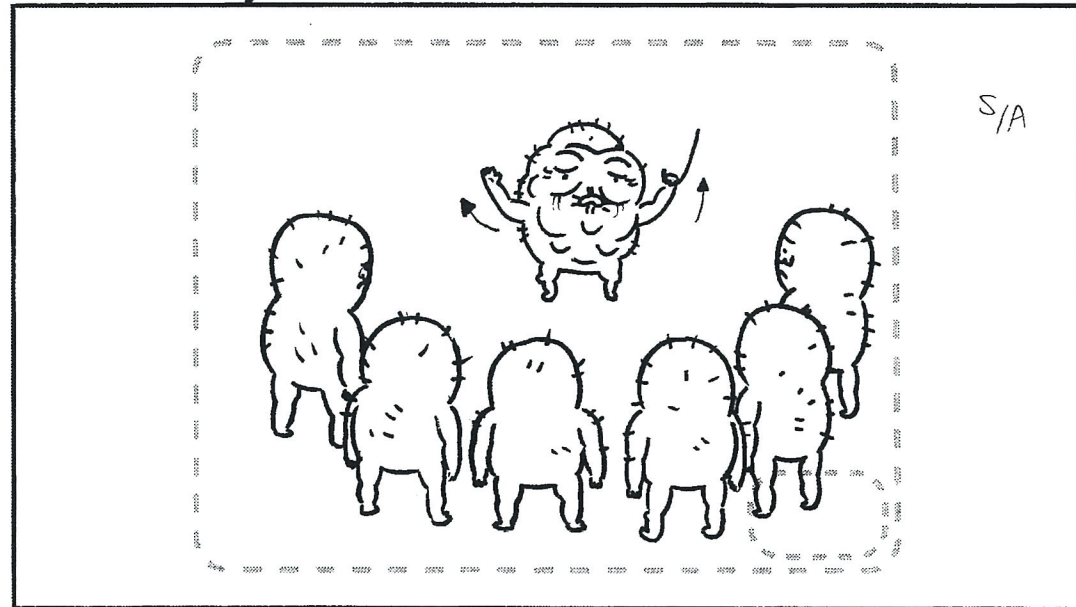
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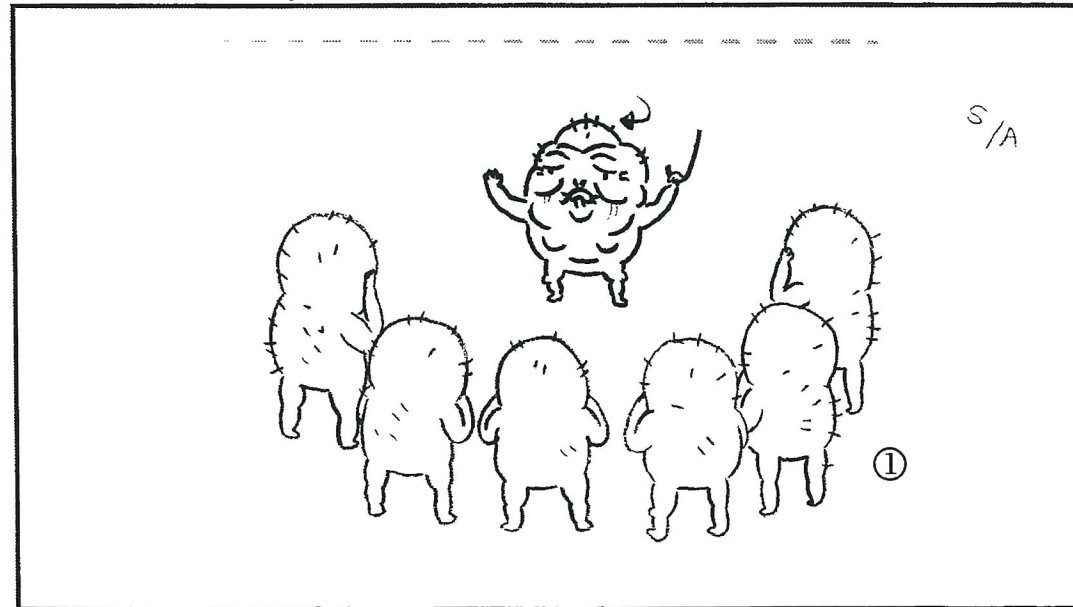


Page 07

Sc. 5 cont Pnl. C Bg. day night



Sc. 5 cont Pnl. D Bg. day night



Dialog:

E/ Remember-

E: I LOVE YOU ALL ...

MOLE
PEOPLE: [CRYING]

Action:

MOLE CHILDREN START CRYING HARDER.

Timing:



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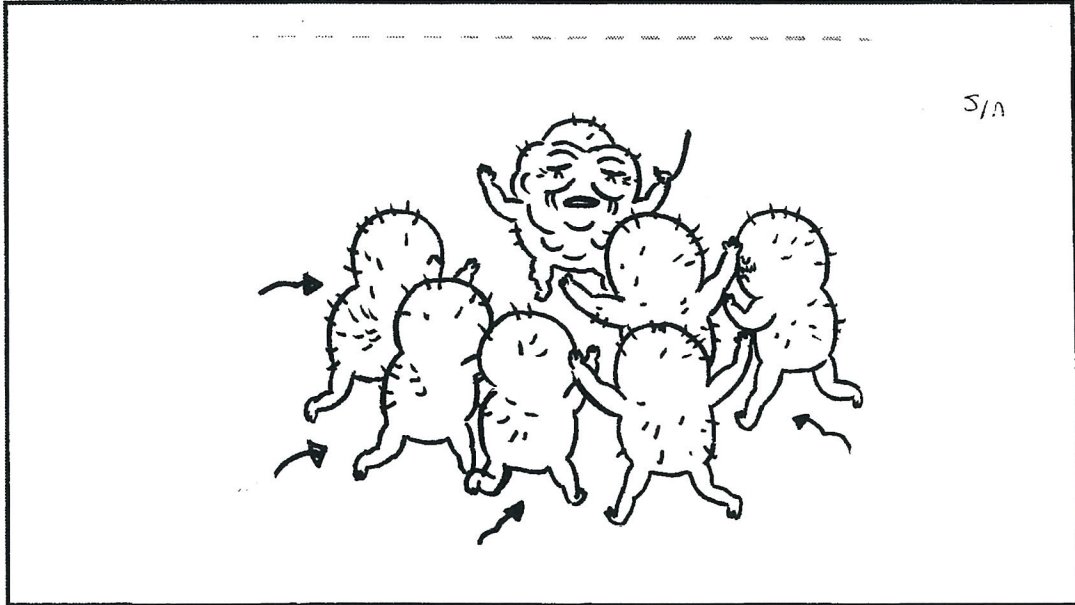
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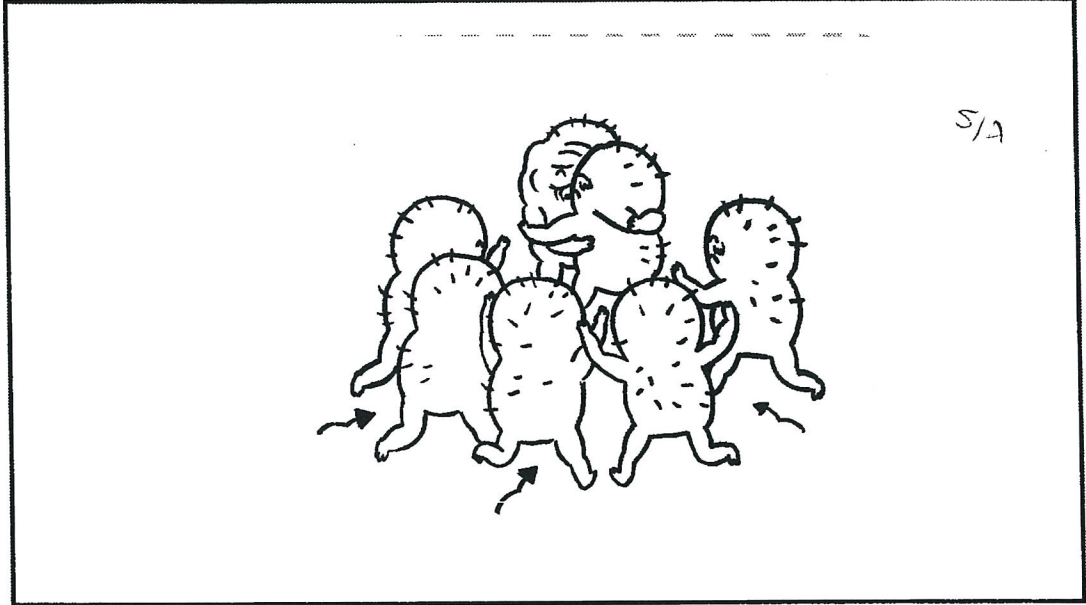
ADVENTURE TIME



Sc. *5 CONT* Pnl. *E* Bg. day night



Sc. *5 CONT* Pnl. *F* Bg. day night



Dialog:	(weeping) <u>MP:</u> ELDEROLIO!
Action:	- MORE CHILDREN RUN TOWARDS ELDEROLIO, MAR 03 2016
Timing:	

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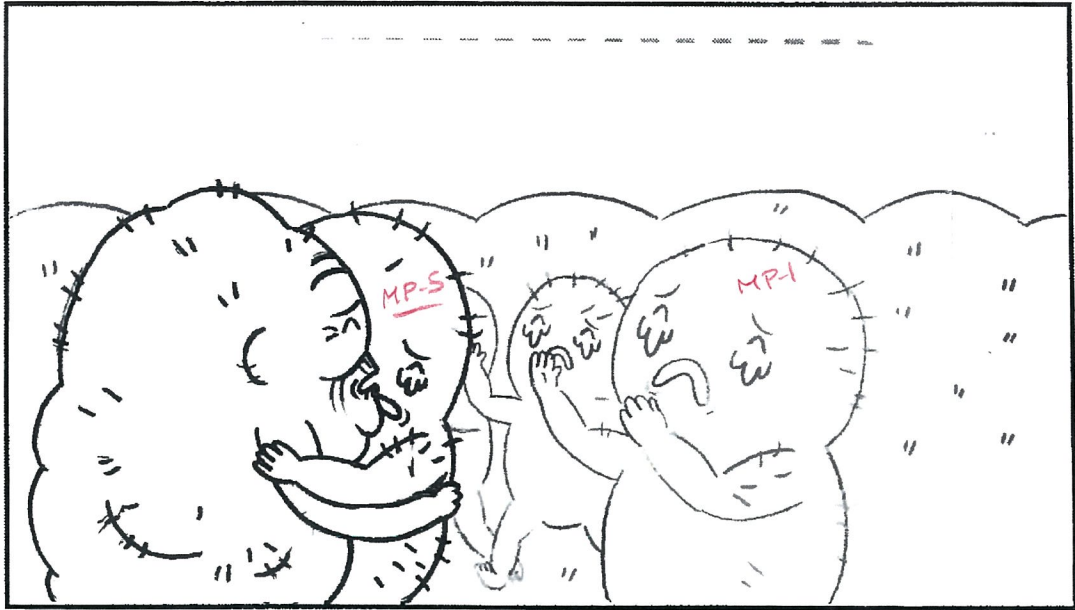


Sc. 06

Pnl. A

Bg.

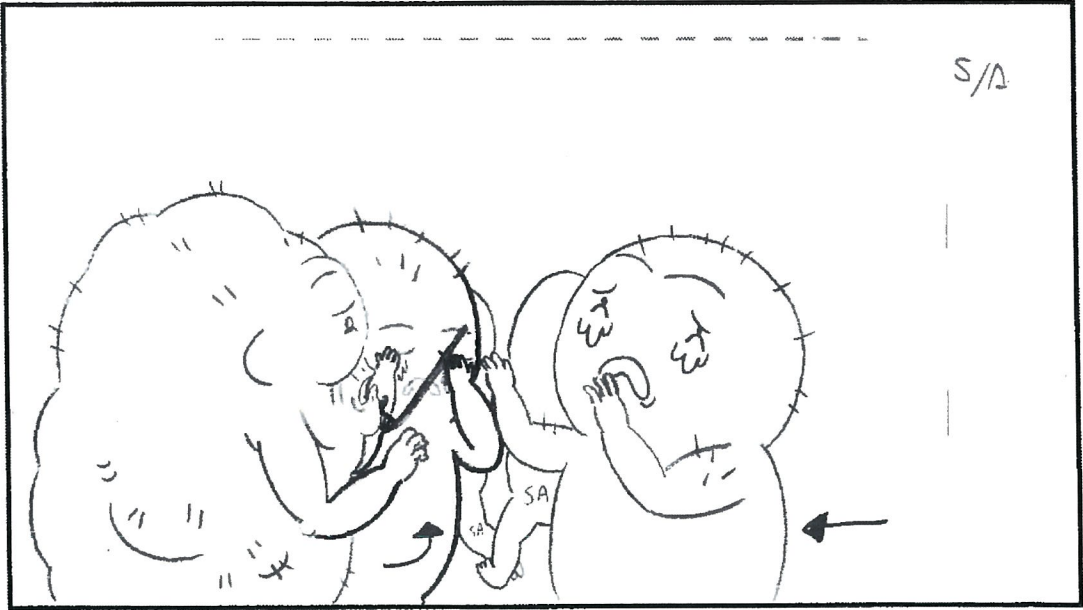
day night



Sc. 06 cont Pnl. B

Bg.

day night



Dialog:

E: YES. CRY AND HUG me.

Action:

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Timing:

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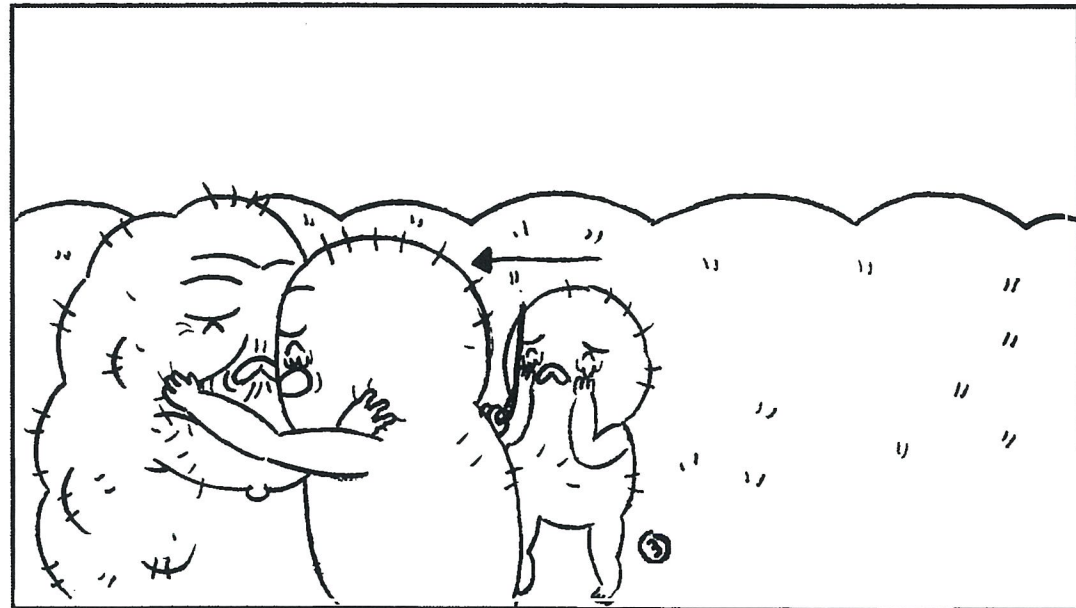


Page 10

Sc. 06 cont Pnl. C

Bg.

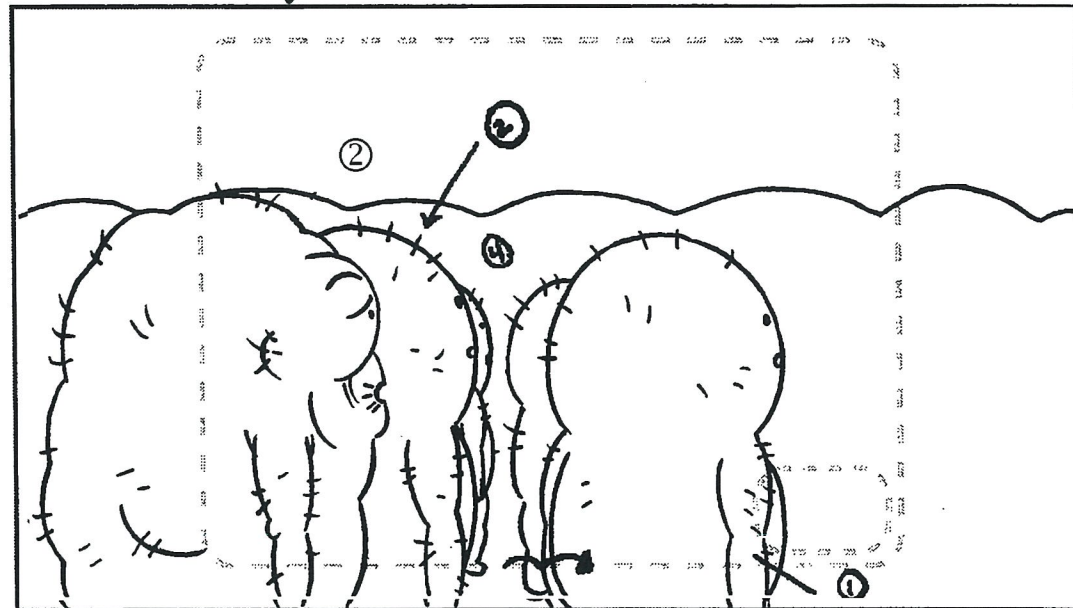
day night



Sc. 06 cont Pnl. D

Bg.

day night



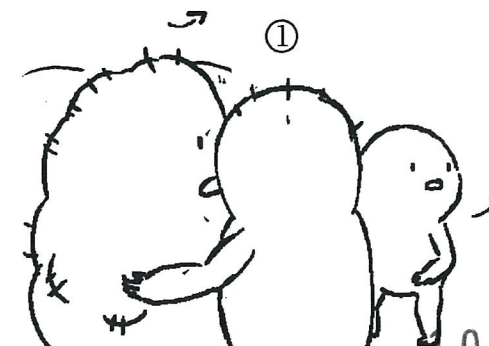
Dialog: JAMES BAXTER (EXTREMELY DISTANT) JAMES BAAXTER...

MAR 03 2016

Action:

- MORE PEOPLE LOOK TOWARDS THE HORIZON

Timing:



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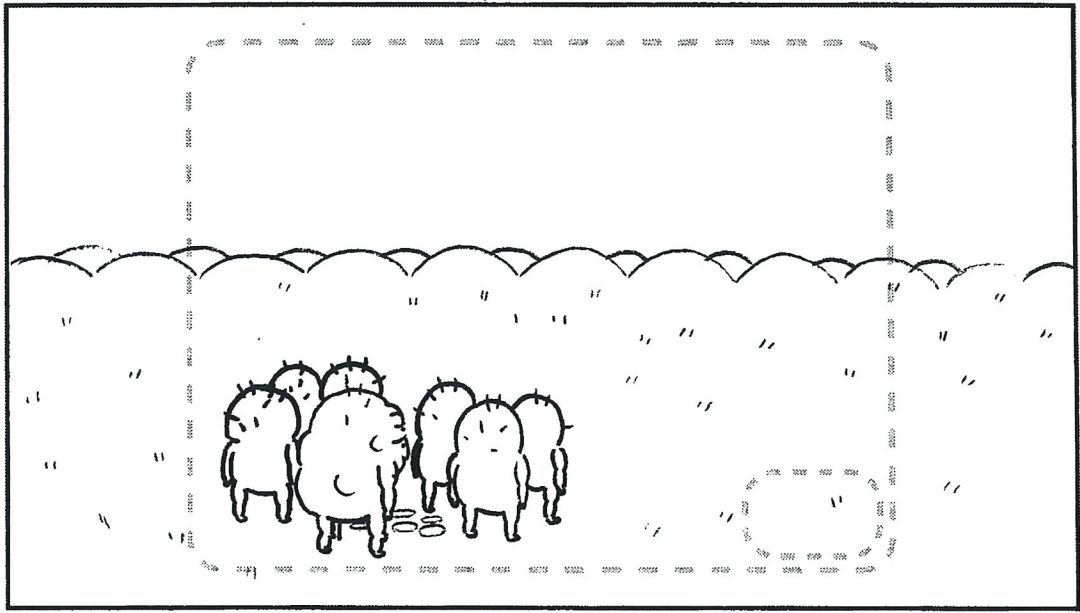


Sc. 07

Pnl. A

Bg.

day night

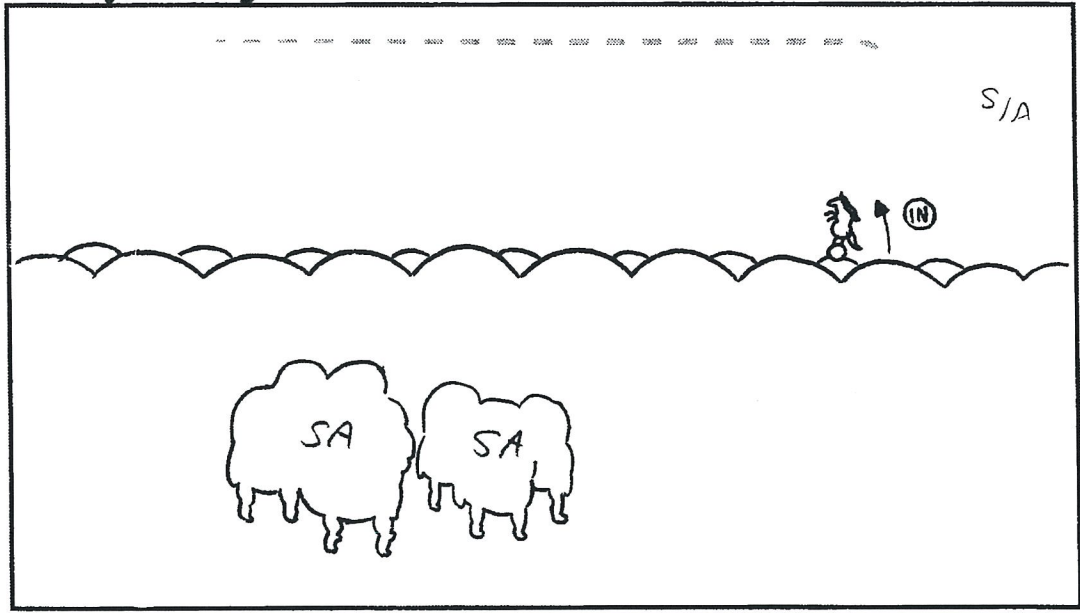


Sc. 07 cont

Pnl. B

Bg.

day night



Dialog: JB: (DISTANT) JAMES BAAAXTER.

Action: - MOLES HEAR THE SOUND OF JB APPROACHING OVER THE HILL - JB ROLLS UP A HILL INTO VIEW.

Timing:

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Sc. 07 *cont*

Pnl. C

Bg.

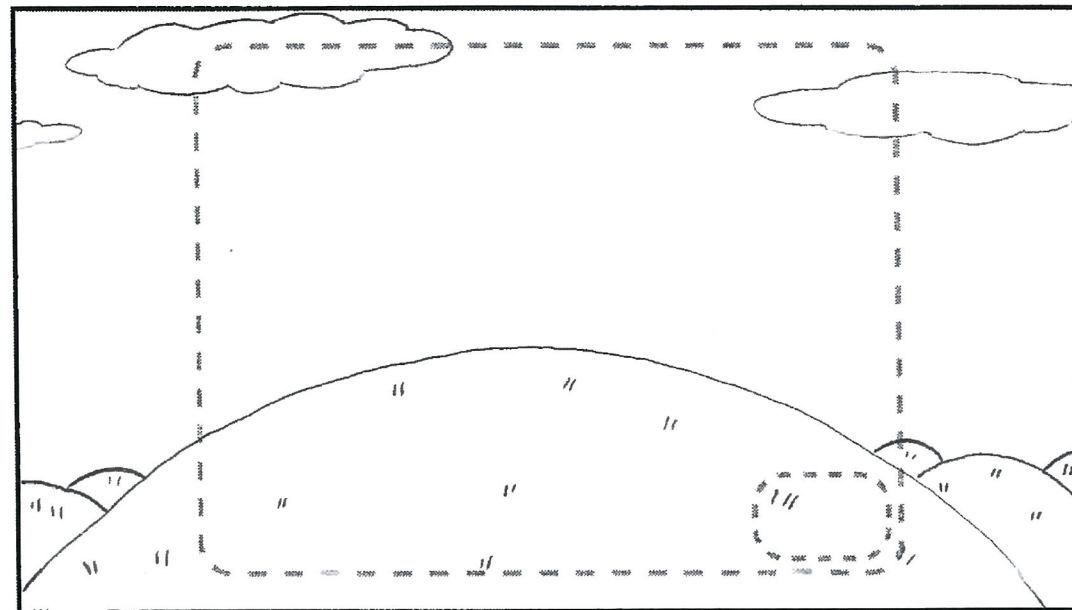
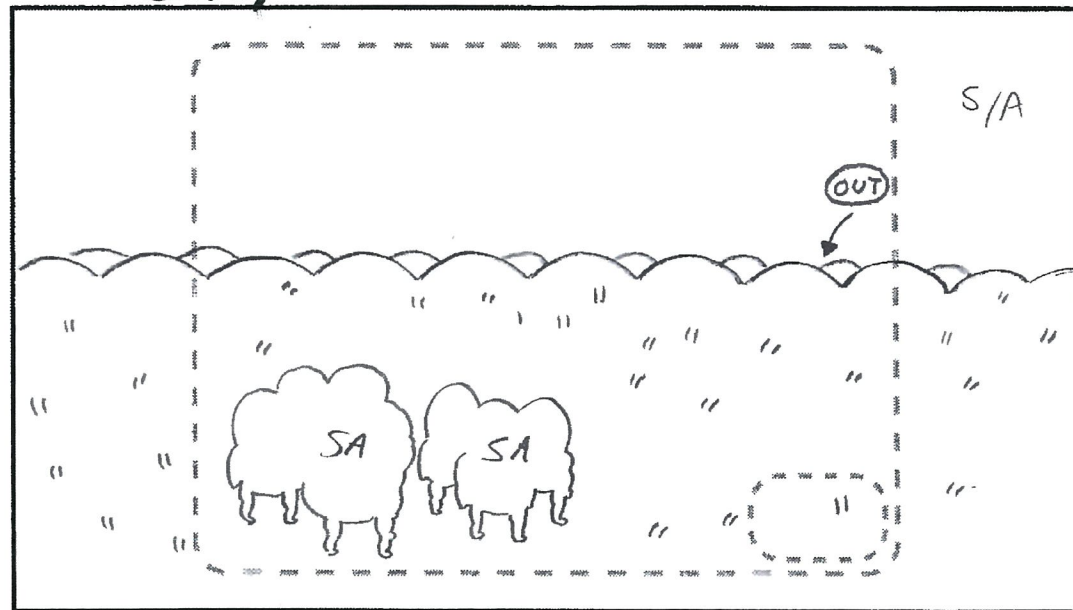
day night

Sc. 08

Pnl. A

Bg.

day night



Dialog:	
Action:	- JB ROLLS DOWN THE HILL, DISAPPEARING. BEHIND ANOTHER HILL.
Timing:	MAR 03 2016

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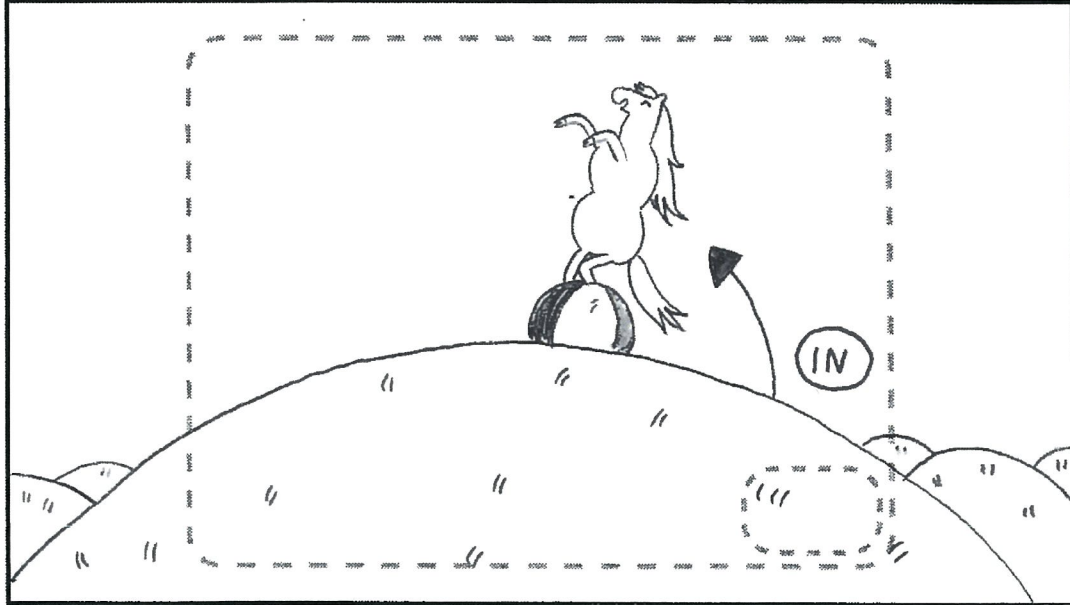


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Sc. 08 CONT Pnl. B

Bg.

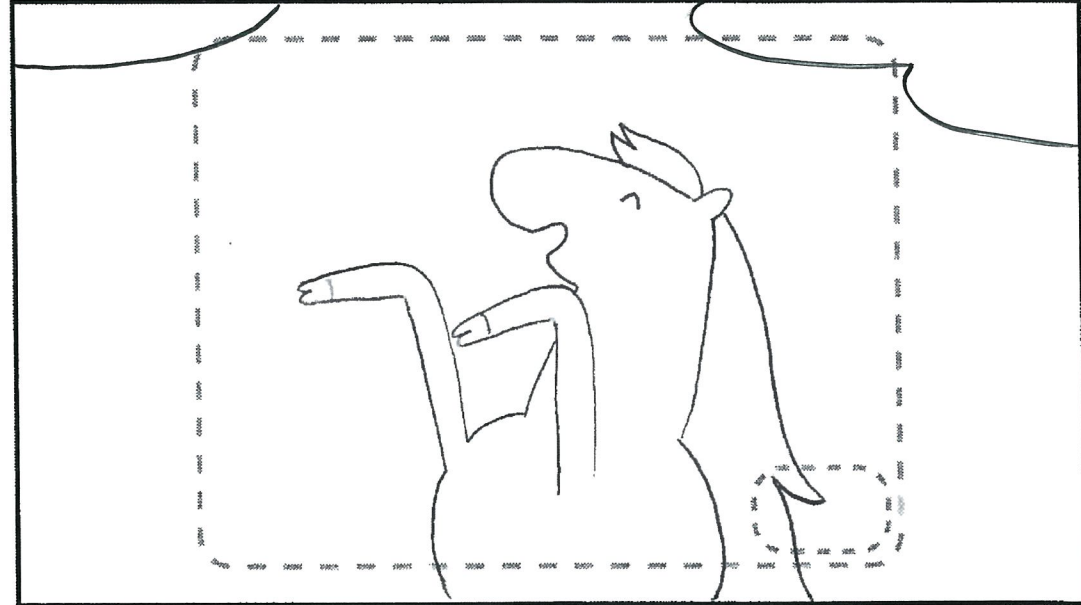
day night



Sc. 09 Pnl. A

Bg.

day night



Dialog:

JB: JAAAMMMEESSS
BAAXXTERRRR!!!

Action:

- JB ROLLS BALL INTO VIEW.

(REUSE ANIM. FROM 'JAMES BAXTER THE HORSE')

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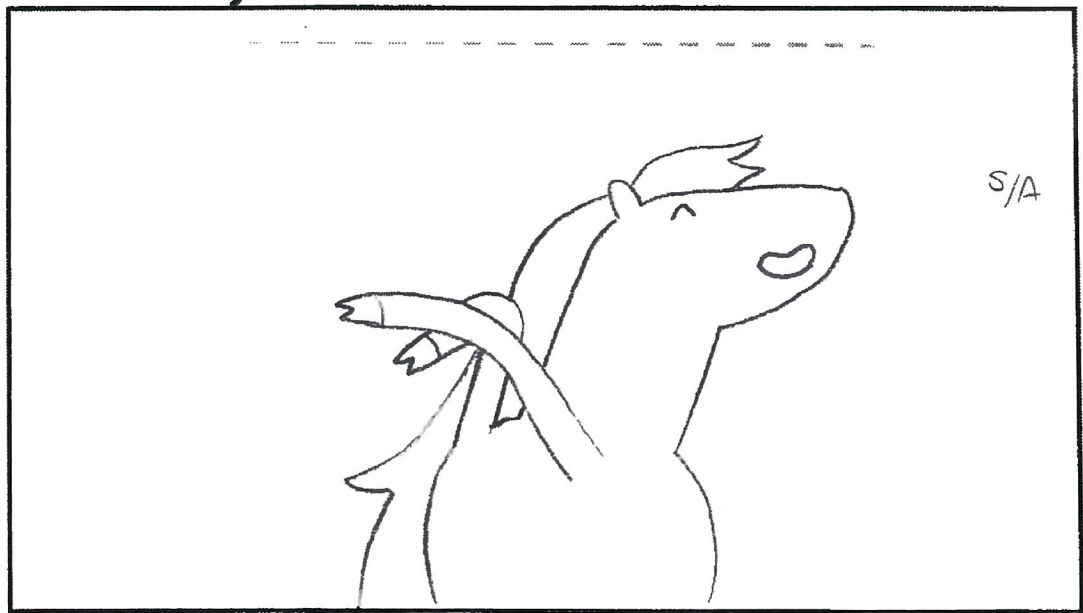
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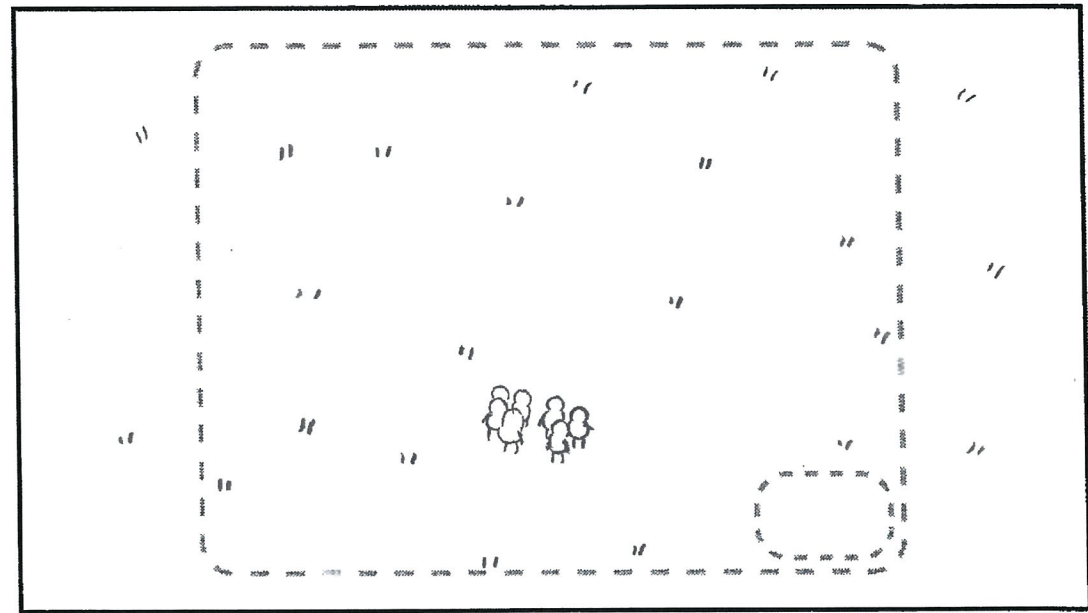
ADVENTURE TIME



Sc. 9 *cont* Pnl. B Bg. day night



Sc. 10 Pnl. A Bg. day night



Dialog:	
Action:	<p>BICYCLE PEDALING WITH ARMS.</p>
Timing:	

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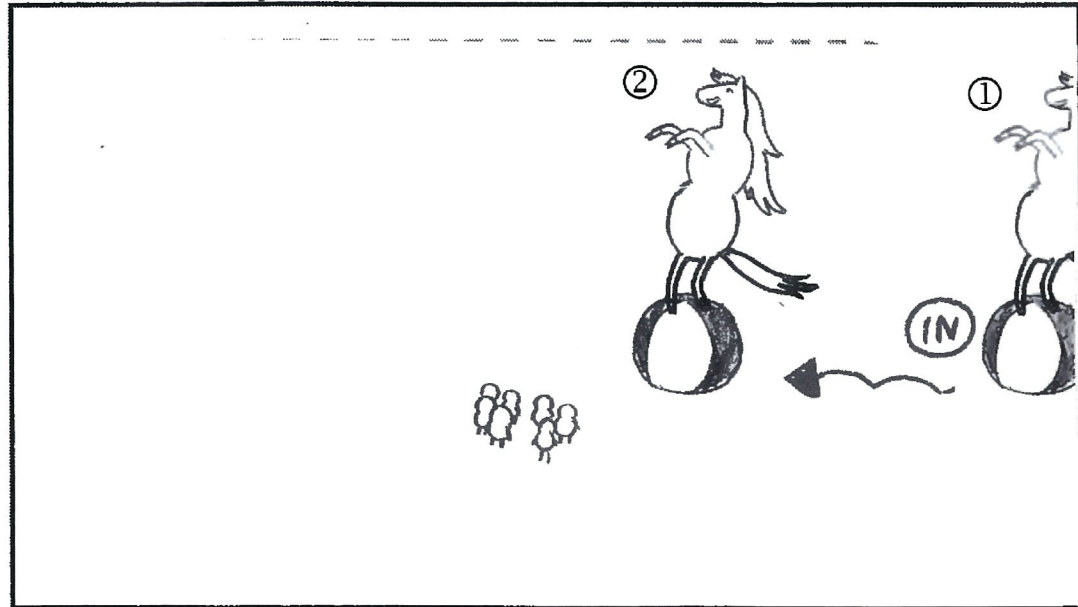


Page 15

Sc. 10 CONT Pnl. B

Bg.

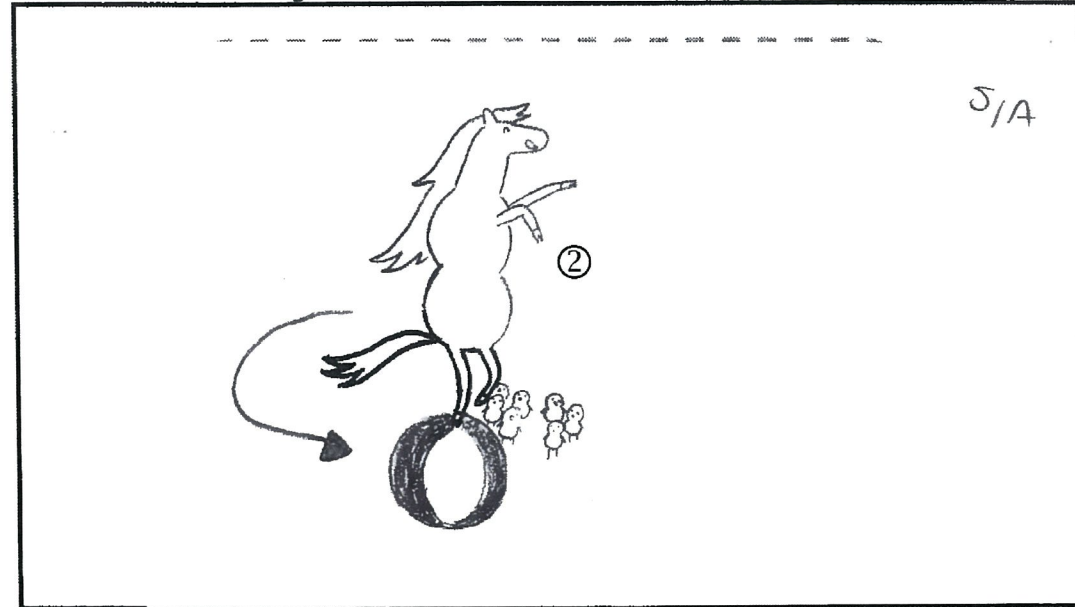
day night



Sc. 10 CONT Pnl. C

Bg.

day night



Dialog:

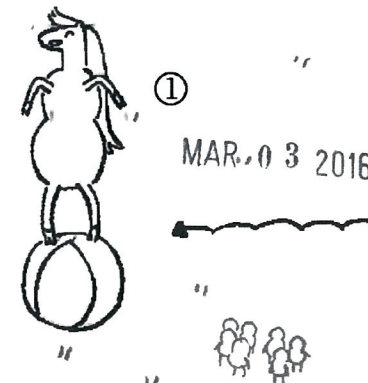
Action:

- JB ROLLS ON/S

(RE-USE ANIM. FROM 'JAMES BAXTER THE HORSE')

- MOLES WATCH JB
CIRCLE THEM.

Timing:



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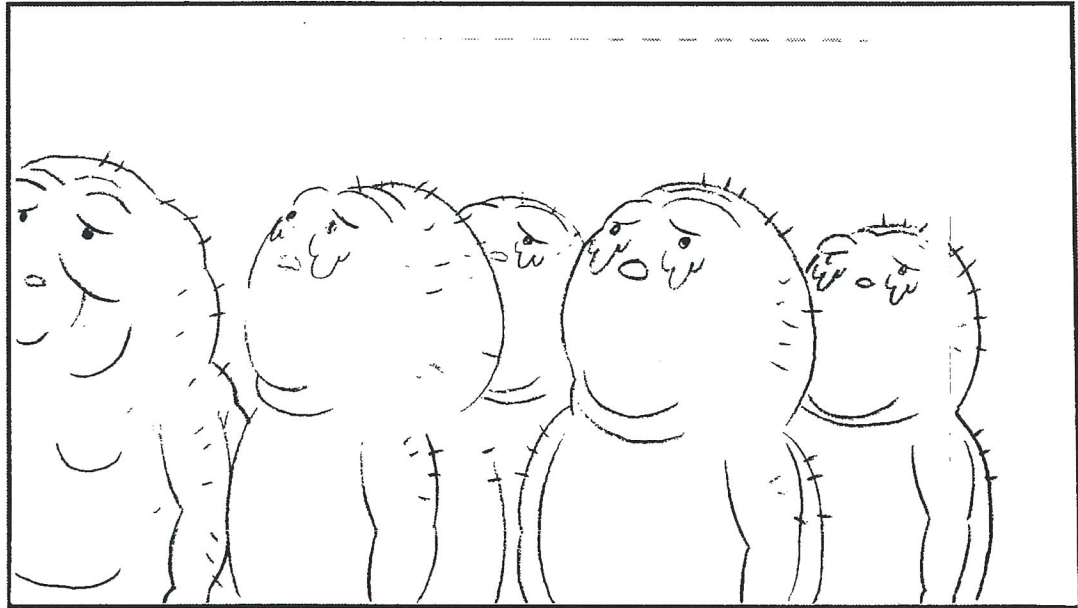


Sc. II

Pnl. A

Bg.

day night

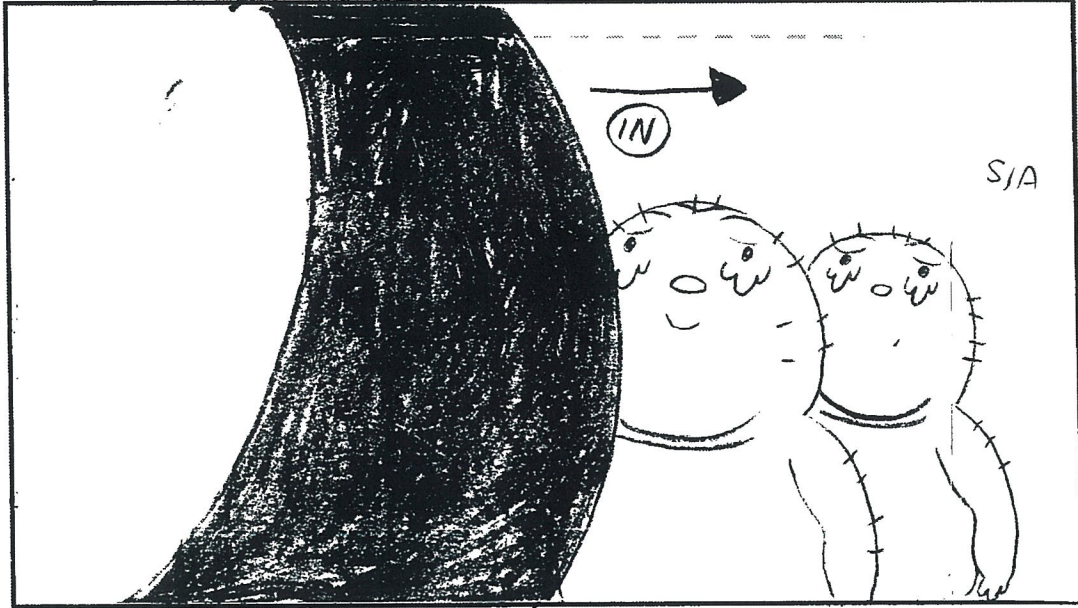


Sc. II cont

Pnl. B

Bg.

day night



Dialog:	
Action:	- BALL ROLLS ON/5 IN FOREGROUND
Timing:	MAR 03 2016

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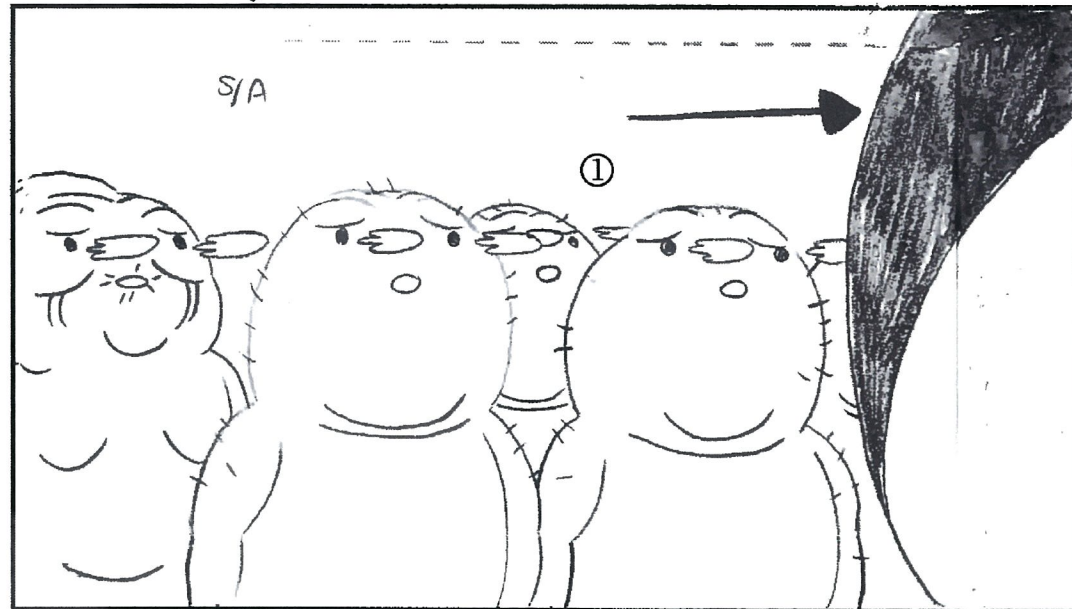


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Sc. 11 cont Pnl. C

Bg.

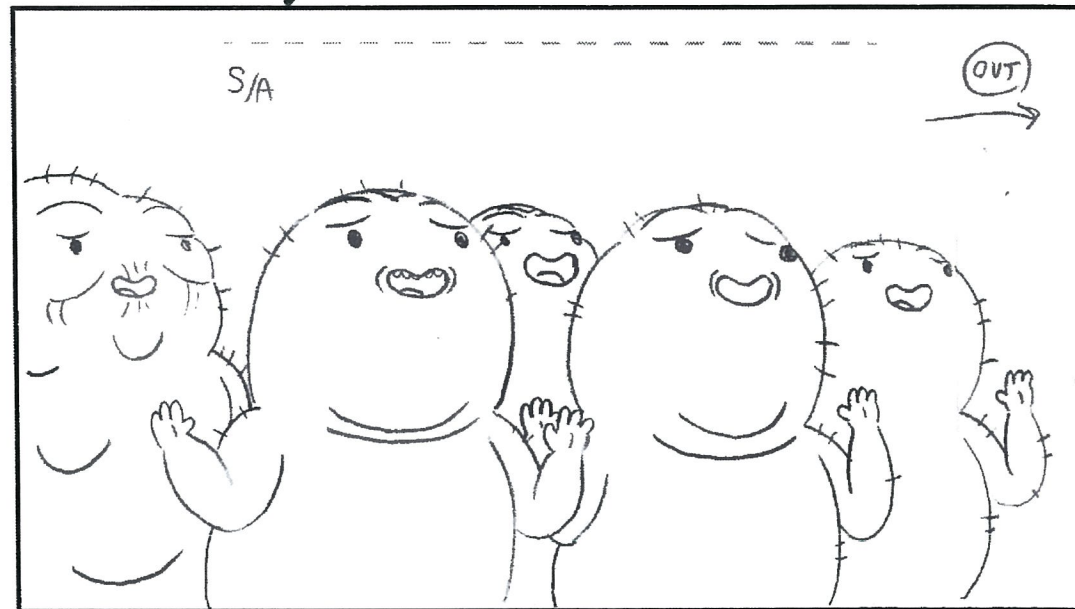
day night



Sc. 11 cont Pnl. D

Bg.

day night



Dialog:

SFX: * BOOM *

MOLE PEOPLE: HA HA HAHA

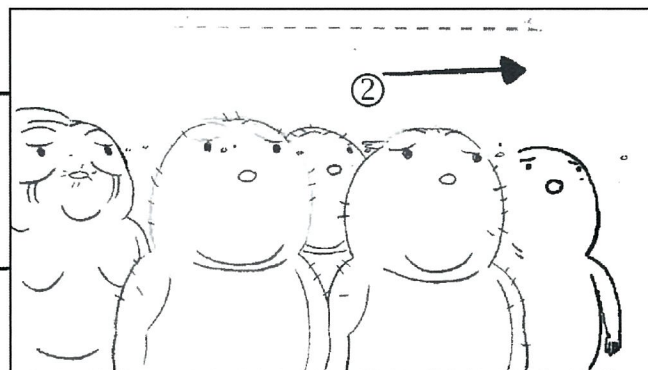
Action:

- MOLE PEOPLE TEARS ARE BLOWN OFF THEIR FACES.

- BALL ROLLS OFF/S.

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Sc. 12

Pnl. A

Bg.

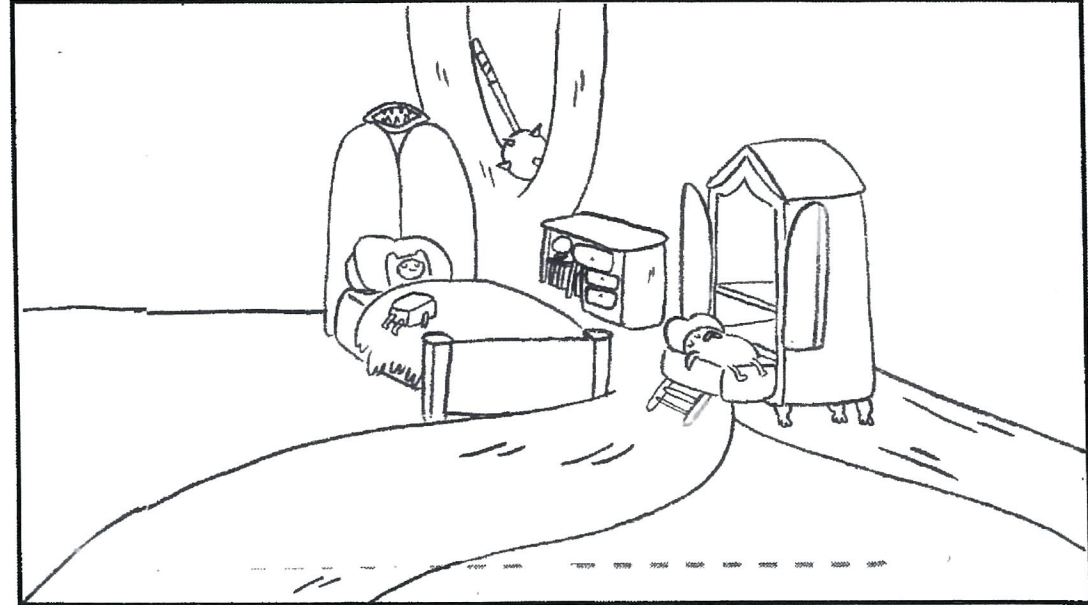
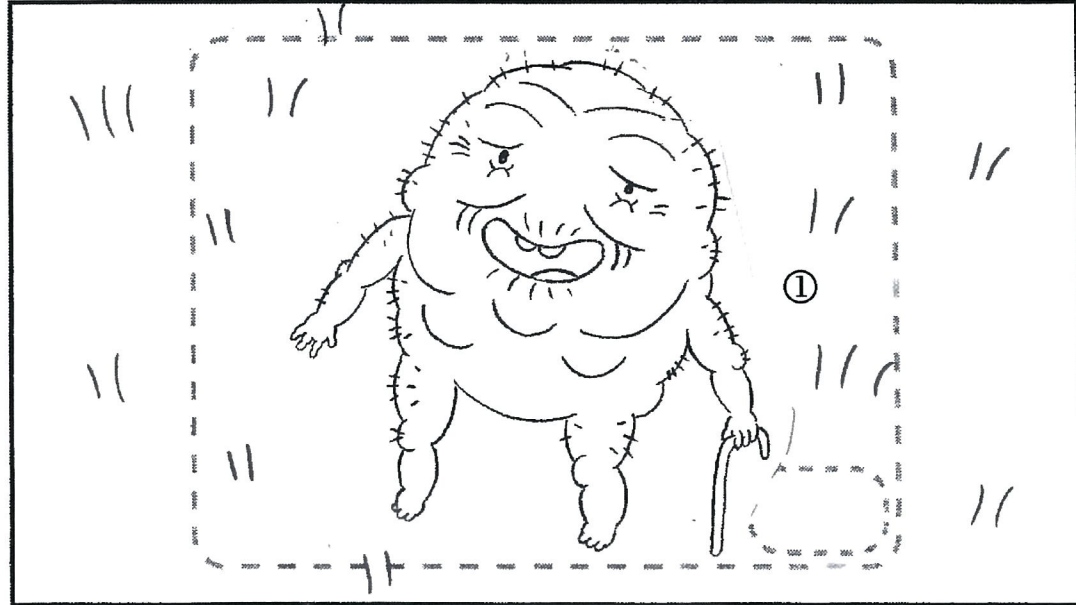
day night

Sc. 13

Pnl. A

Bg.

day night



Dialog:

ELDEROLIO: [LAUGHING]

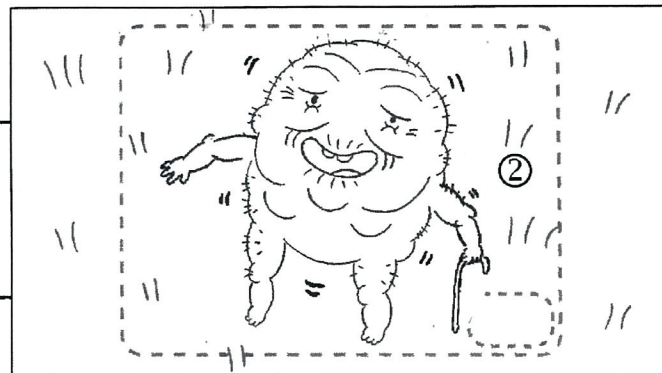
JB: (O/S) JAAAMMESSS BAXXTER

Action:

- ELDEROLIO SMILING AND LAUGHING.

- FINN, JAKE AND BMO SLEEPING.

Timing:



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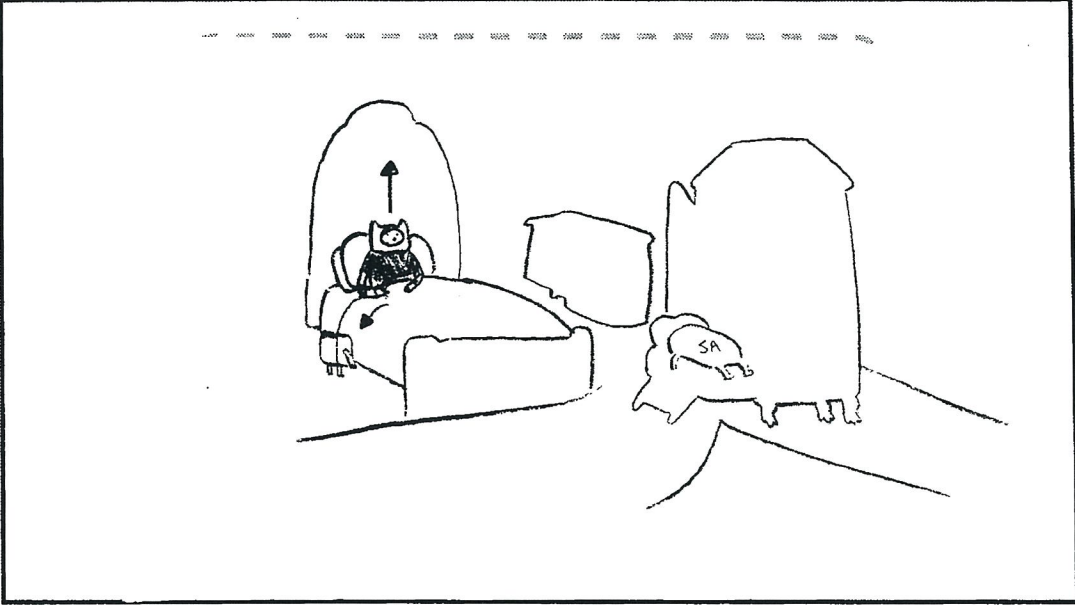


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Sc. 13 *cont* Pnl. B

Bg.

day night

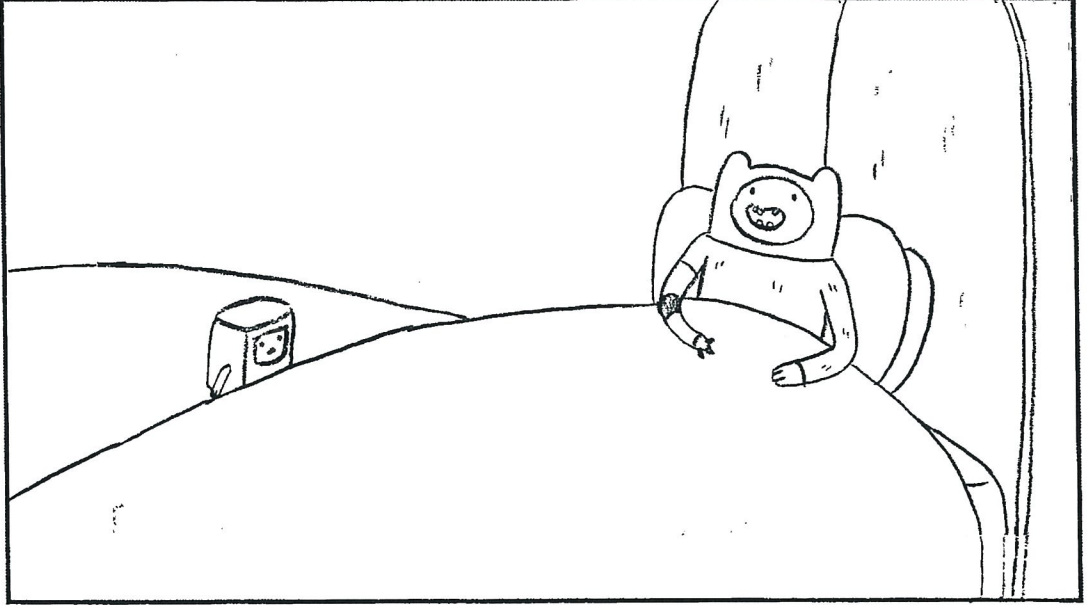


Sc. 14

Pnl. A

Bg.

day night



Dialog:

*SFX: * SHFF **

ⓕ JAMES BAXTER

Action:

- FINN SITS UP. BMO FALLS OFF BED.

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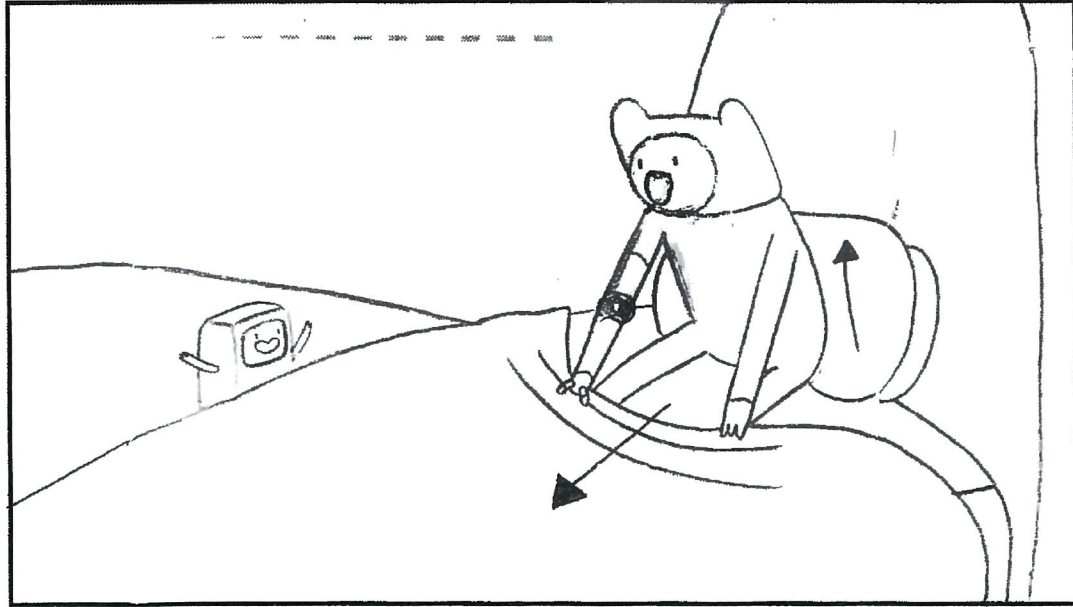


Page 20

Sc. 14 cont Pnl. B

Bg.

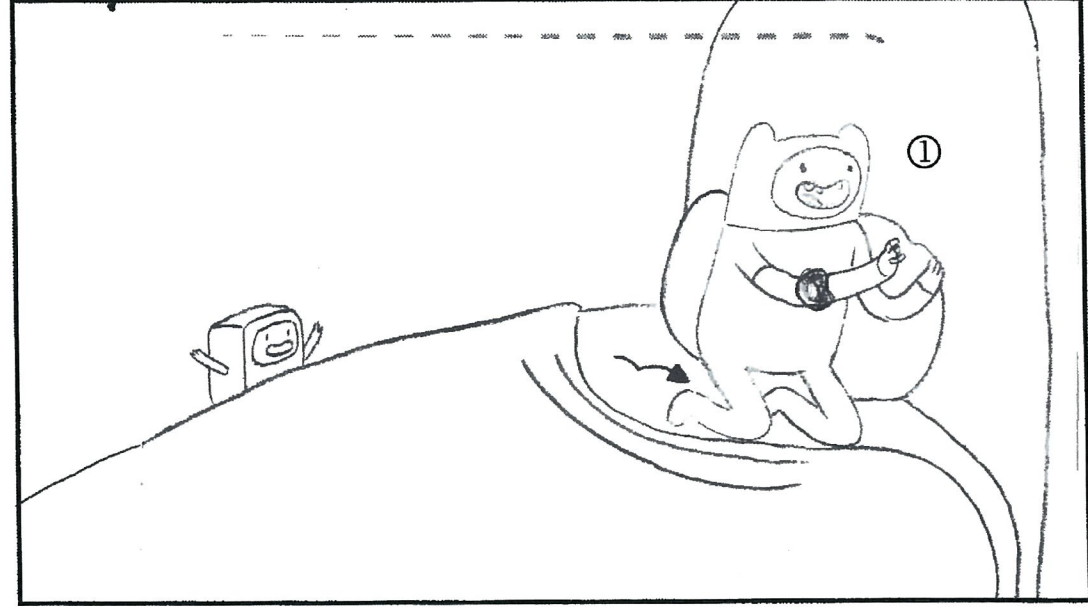
day night



Sc. 14 cont Pnl. C

Bg.

day night



Dialog: BMO: IT'S JAMES BAXTER!/? Yay!

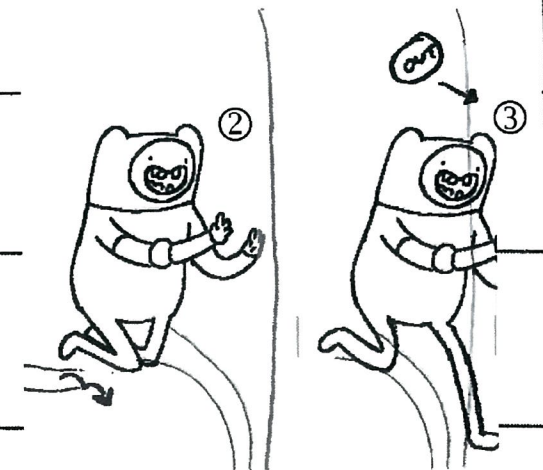
BMO: HE MAKES ME SO--

Action: - BMO TURNS ON.

- FINN SCOOTs OFF/S.

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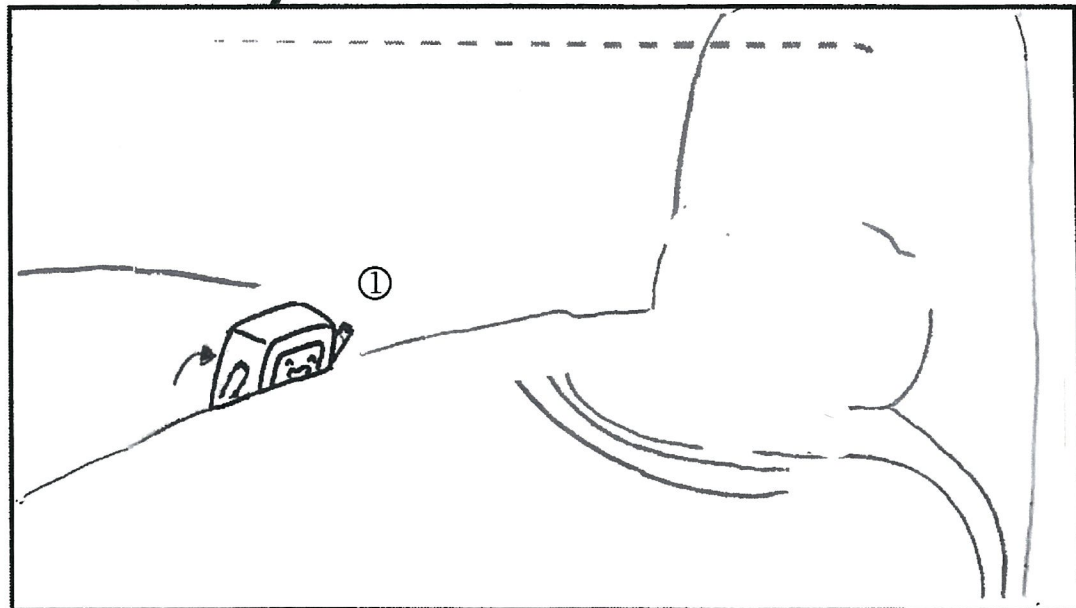
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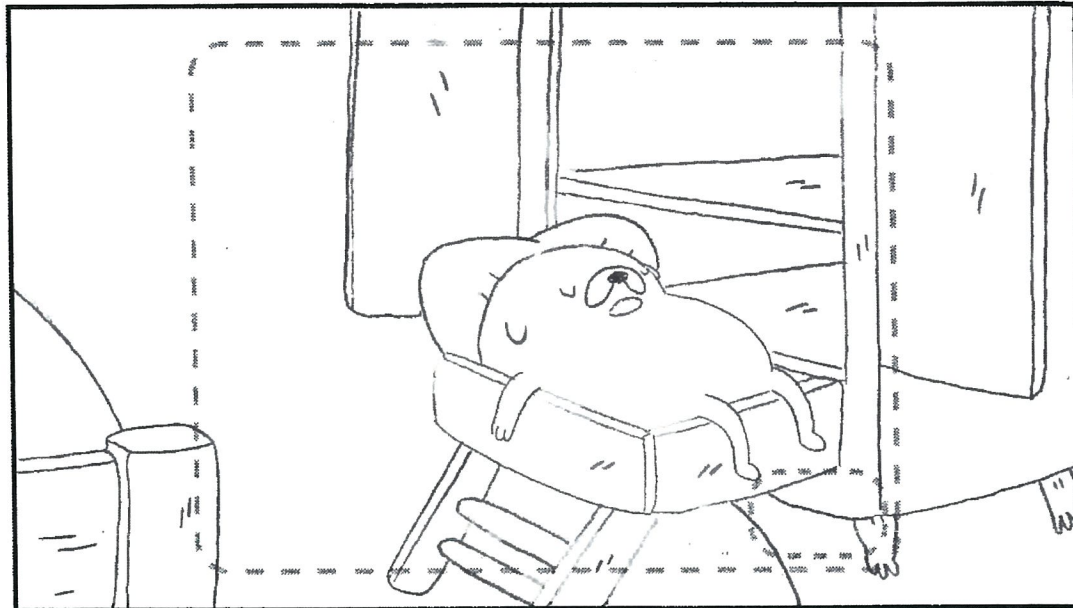


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Sc. 14 cont Pnl. D Bg. day night



Sc. 15 Pnl. A Bg. day night



Dialog:	<u>BMO:</u> HAAAPPY!	
Action:	<u>- BMO HITS BED REPEATEDLY.</u>	<u>JAKE SLEEPING.</u>
Timing:		



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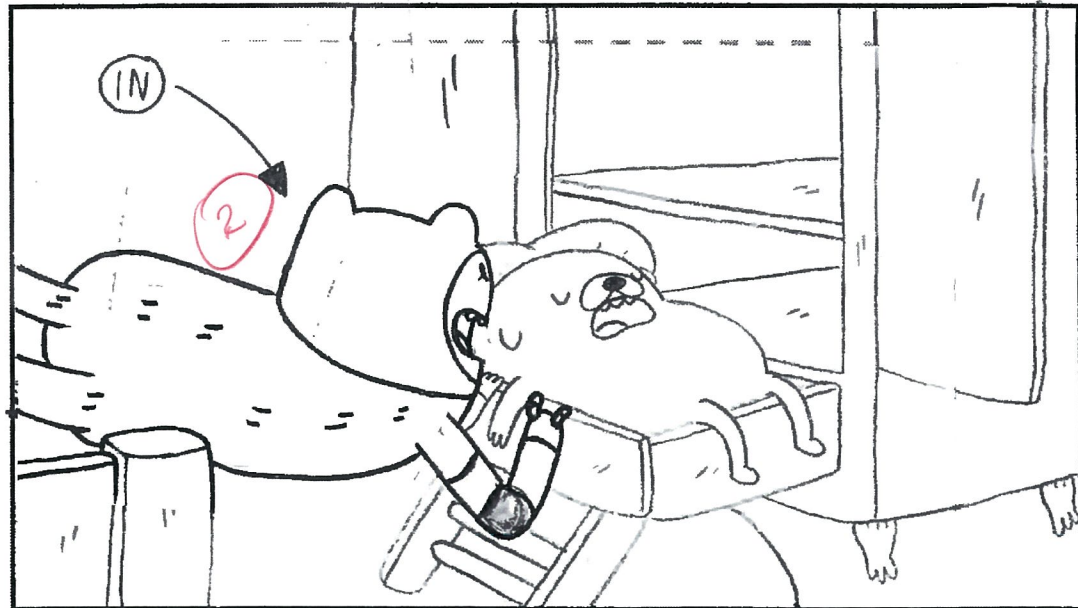


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Sc. 15 cont Pnl. B

Bg.

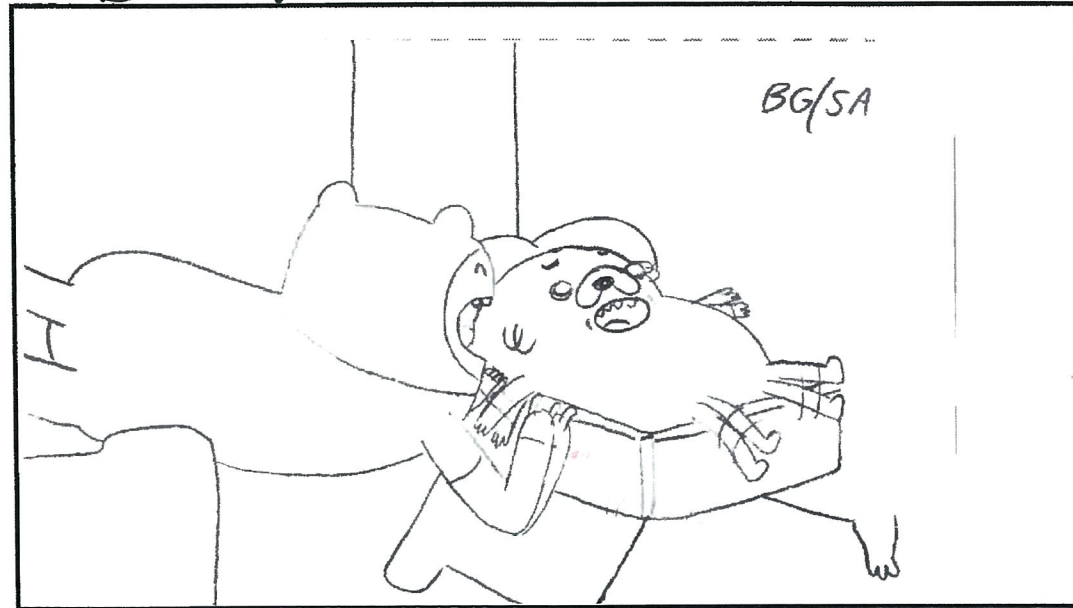
day night



Sc. 15 cont Pnl. C

Bg.

day night



Dialog: F: JAAAAA--

F: AAAA MMESSS!!

Action: - FINN LEANS ON/IS, AND GRABS EDGE OF JAKE'S BED.

FINN SHAKES JAKE.

Timing:

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Sc. 15 cont Pnl. D

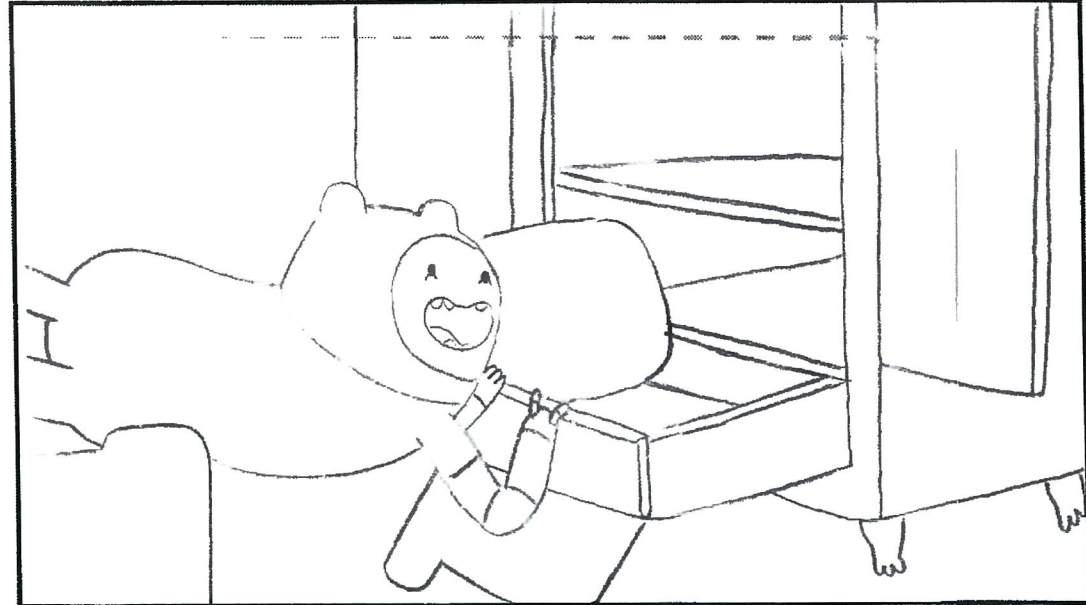
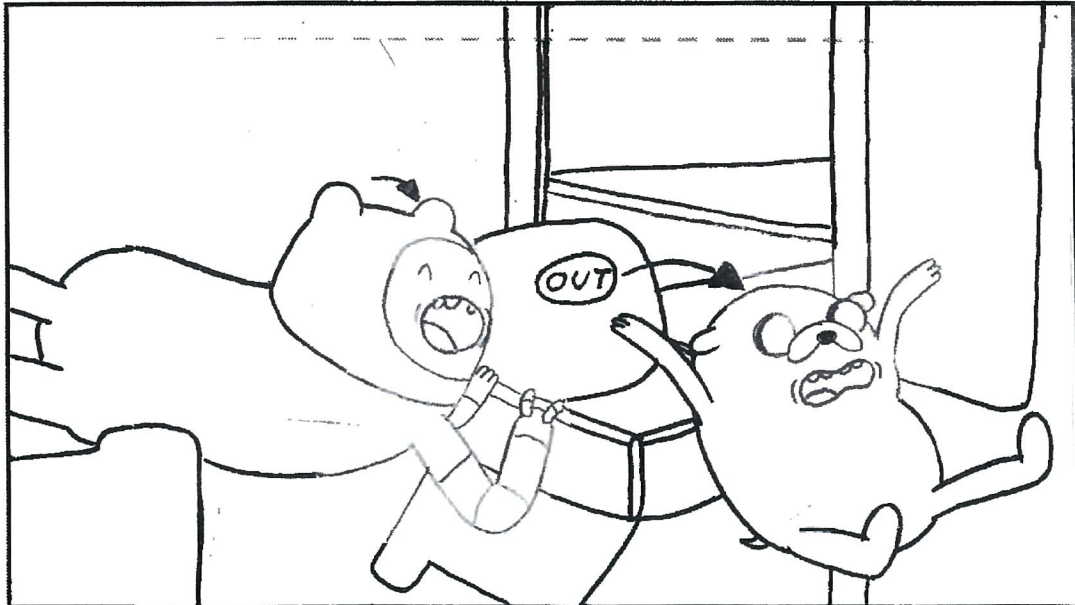
Bg.

day night

Sc. 15 cont Pnl. E

Bg.

day night



Dialog: F: BAAAXXXX --

F: TEEERRRRR!!

Action: -FINN SHAKES JAKE OUT OF BED.

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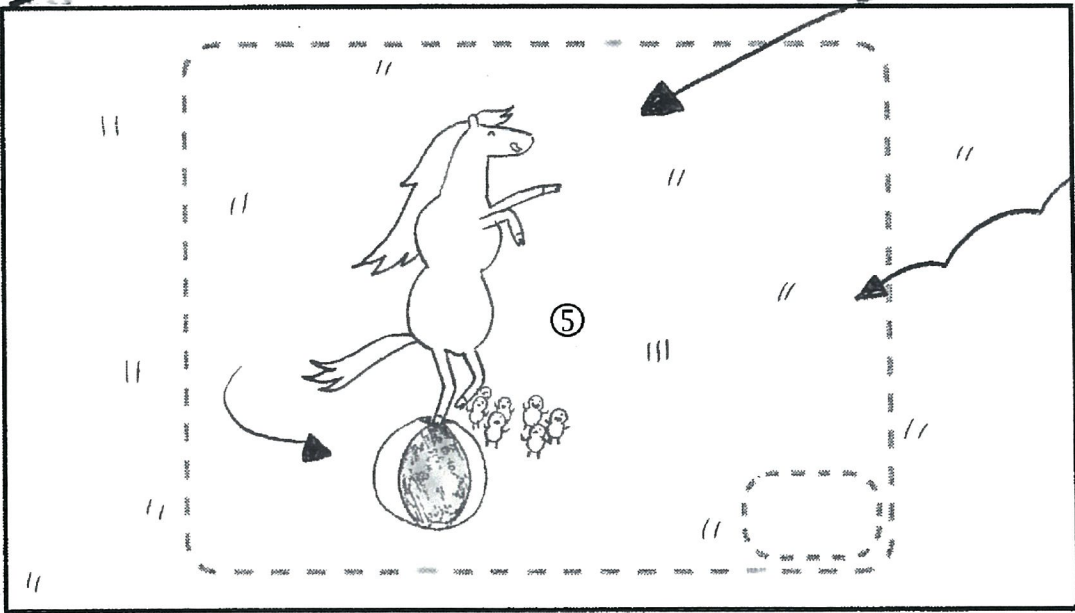
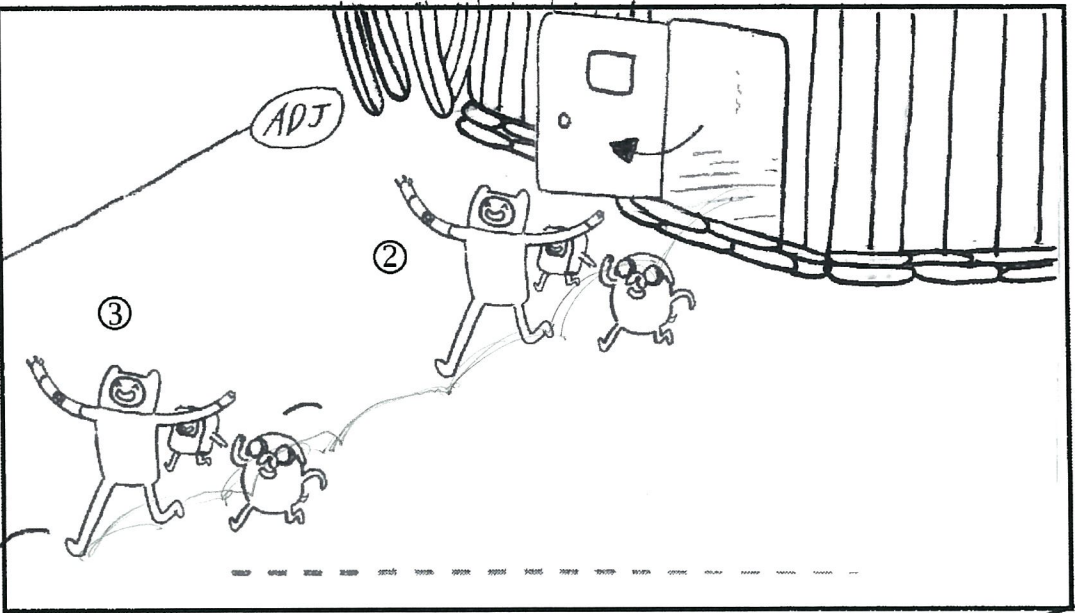
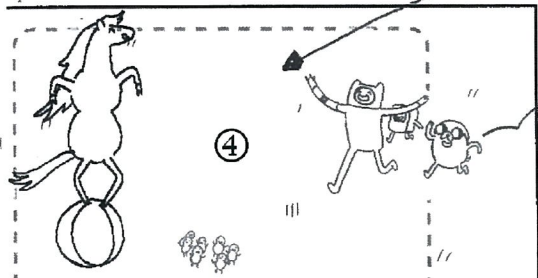


Page 24
day night

Sc. 16

Pnl. A

Bg.

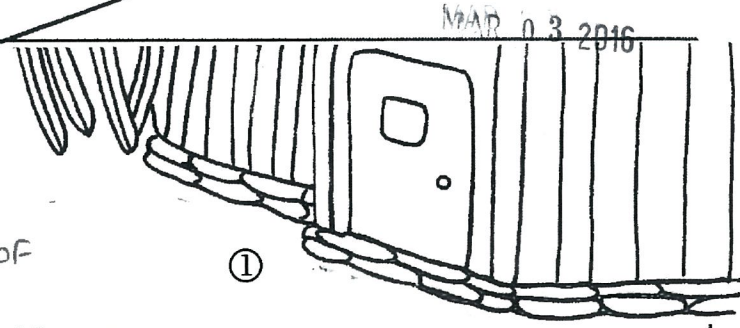


Timing:

STOP

- F, J, BMO RUN OUT OF DOOR,
- PAN TO JB ROLLING AROUND

MOLE PEOPLE



EPISODE # 1042-247

STARTS

Production:

1042 247

1042 247

1042 247

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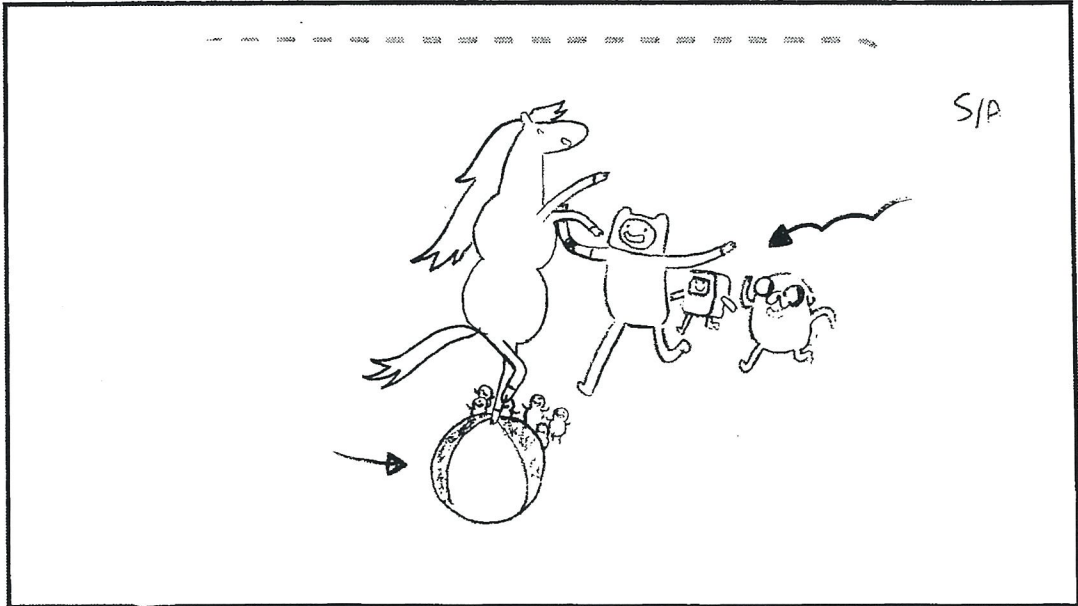
ADVENTURE TIME



Sc. 16 cont Pnl. B

Bg.

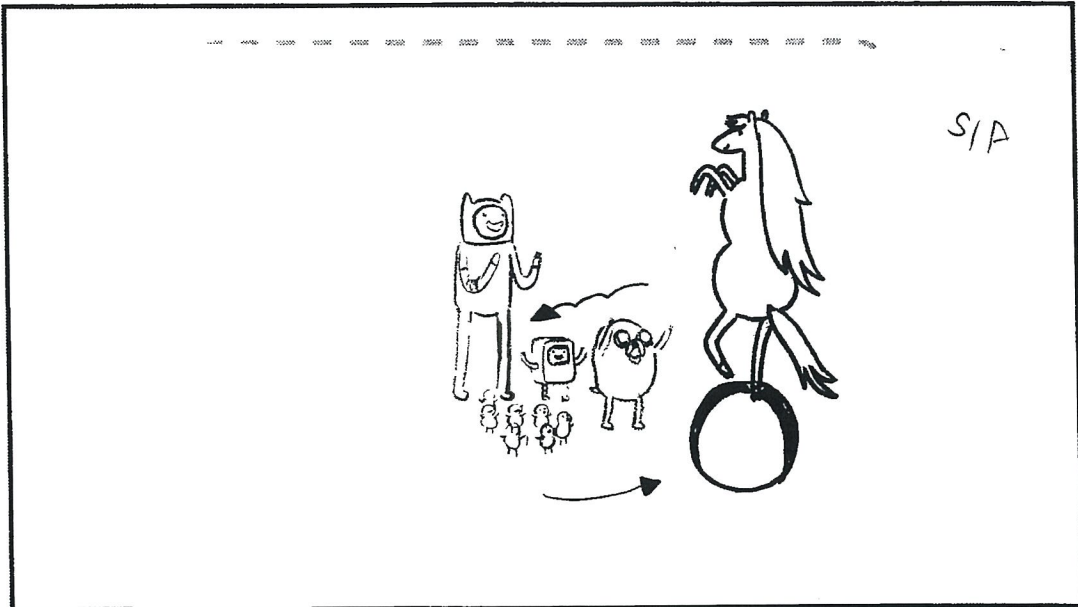
day night



Sc. 16 cont Pnl. C

Bg.

day night



Dialog:

F, J, BMO: [LAUGHING]

Action:

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

ADVENTURE TIME



Page 26

Sc. 16 cont Pnl. D

Bg.

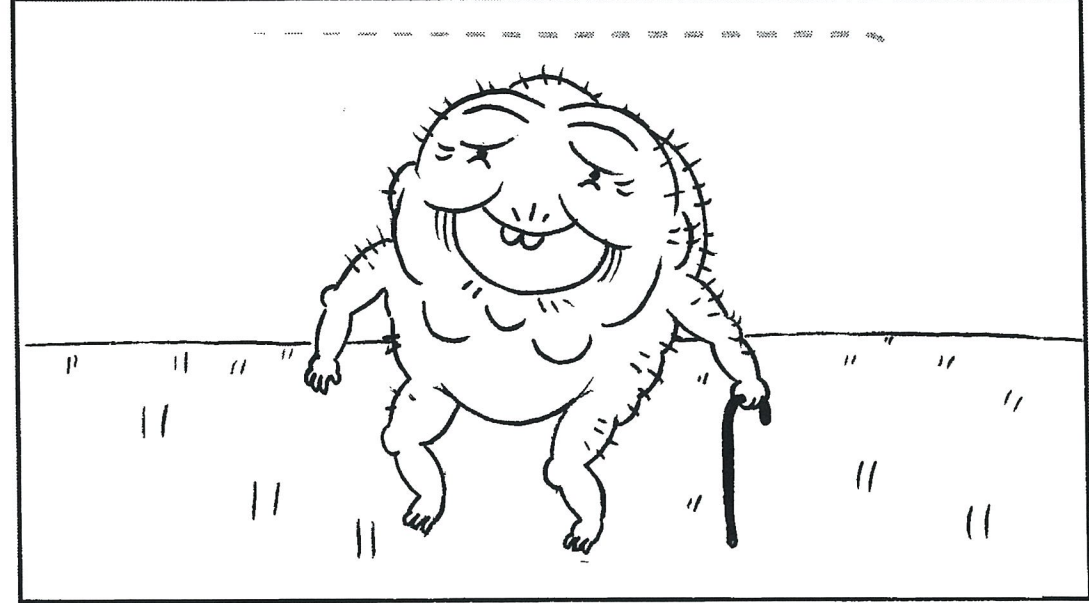
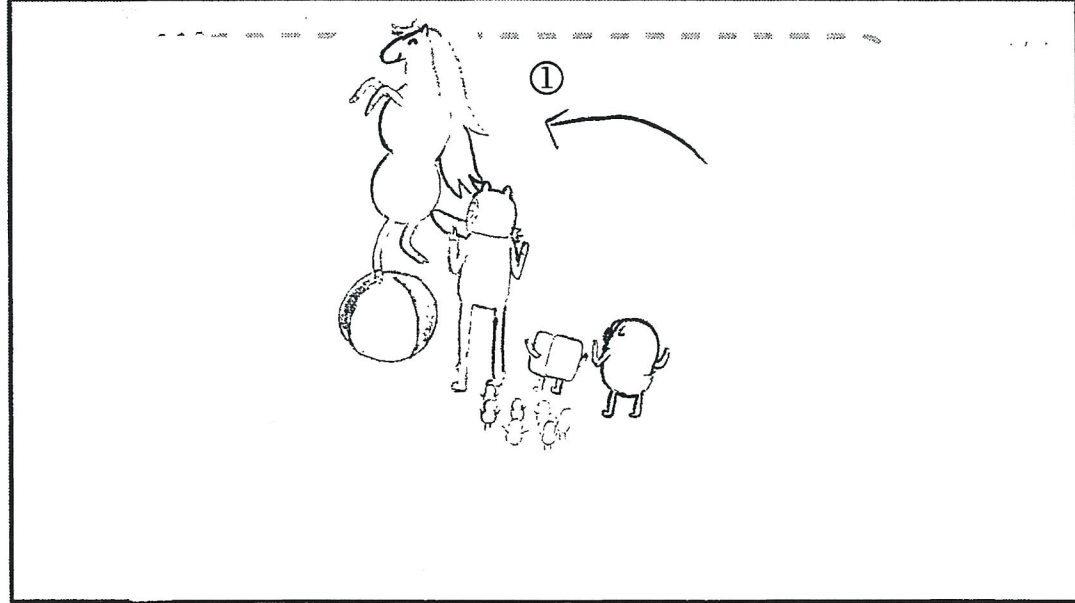
day night

Sc. 17

Pnl. A

Bg.

day night



Dialog:

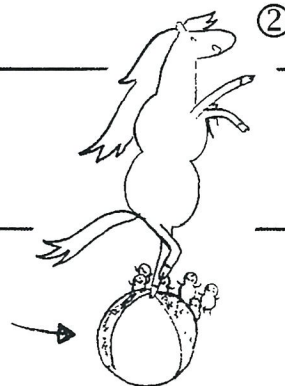
ALL: [LAUGHING]

E: HA HA HA-

Action:

- EJ, BMO TURN TO TRACK JB.

Timing:



MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

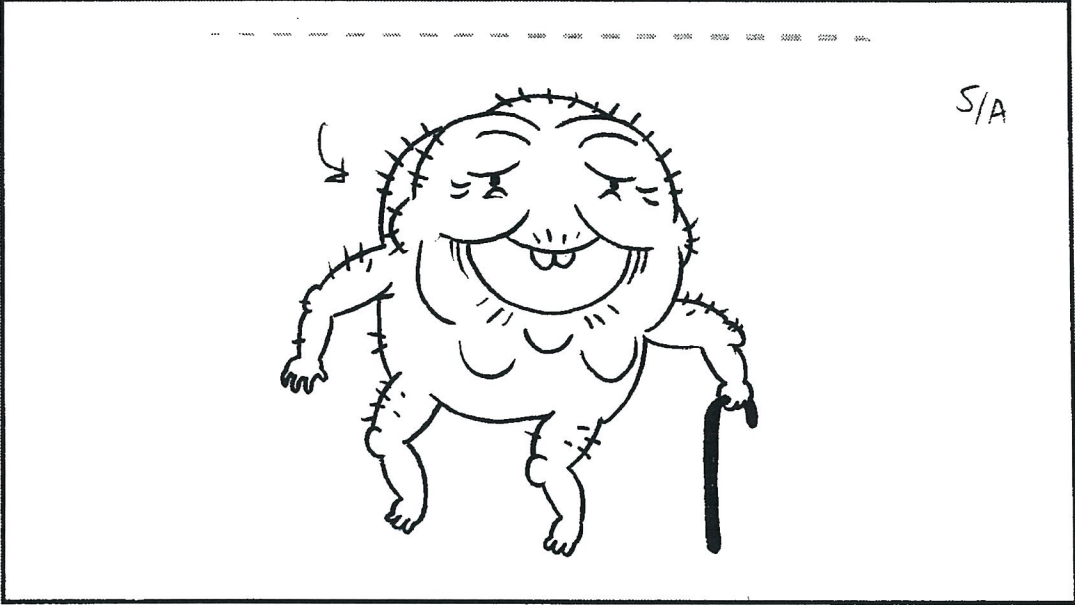
1042 247

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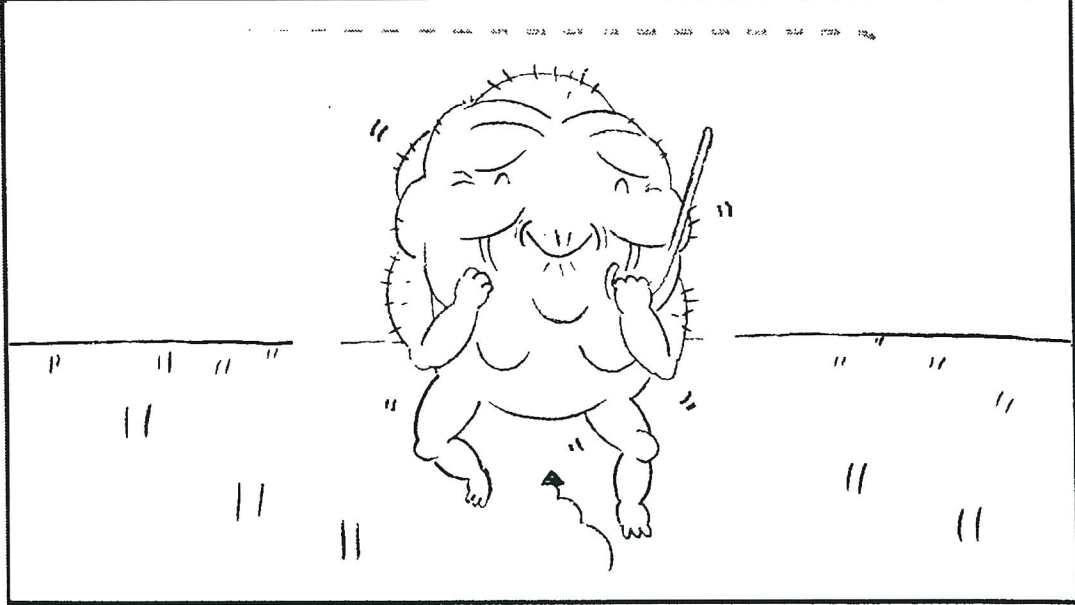
ADVENTURE TIME



Sc. 17 *cont* Pnl. B Bg. day night



Sc. 17 *cont* Pnl. C Bg. day night



Dialog: E: Thank you James Baxter!
NOW I CAN EXPLODE A
HAPPY mole MAN.

Action: - E. STEPS BACK

Timing: MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

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ADVENTURE TIME



Page 28

Sc. 17 cont Pnl. D

Bg.

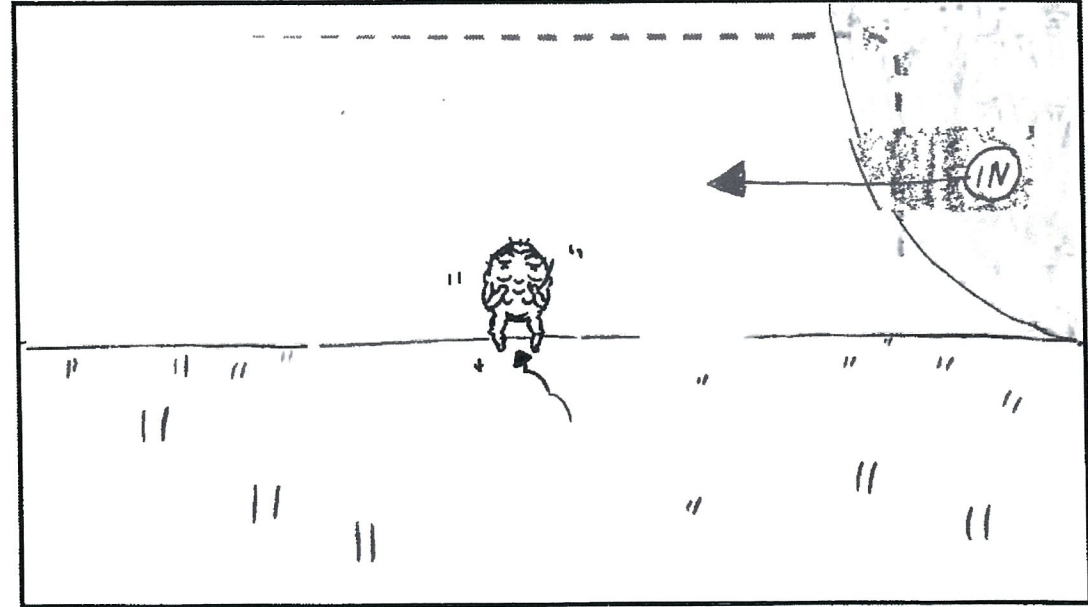
day night



Sc. 17 cont Pnl. E

Bg.

day night



Dialog:

Action:

- E. WALKS BACK AWAY FROM CAM.

- BALL ROLLS ON/S.

MAR 03 2016

Timing:

1042-247

EPISODE #

1042 247

Production:

1042 247

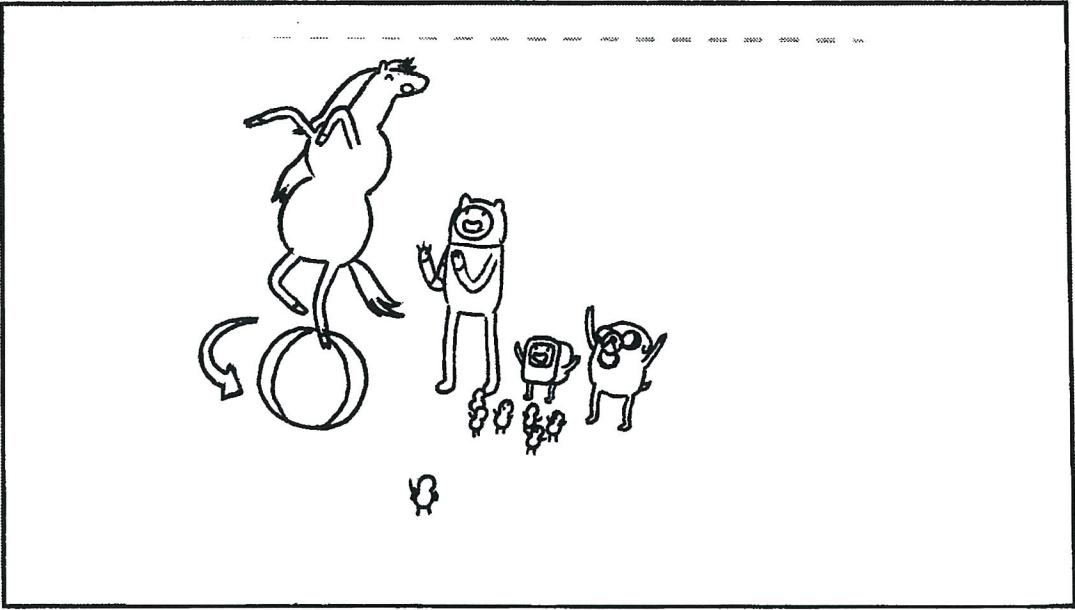
1042 247

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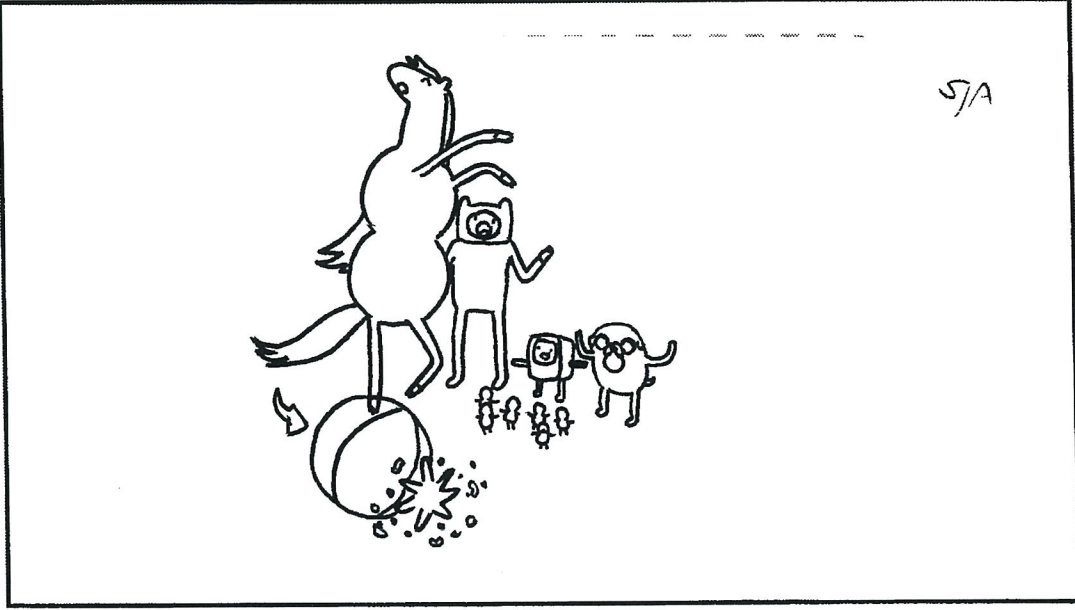
ADVENTURE TIME



Sc. 18 Pnl. A Bg. day night



Sc. 18 *cont* Pnl. B Bg. day night



Dialog:
JB: JAMES BAXT-- SFX: * KA-BOOM! *

Action:
- ELDEROLIO EXPLODES.

Timing:
MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

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ADVENTURE TIME



Sc. 18 cont Pnl. C Bg. day night

S/A

Sc. Pnl. Bg. day night

Dialog:
SFX: * POP! *

Action: BEACH BALL EXPLODES
MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

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ADVENTURE TIME



Page 31
day night

Sc. 18 cont Pnl. D

Bg.

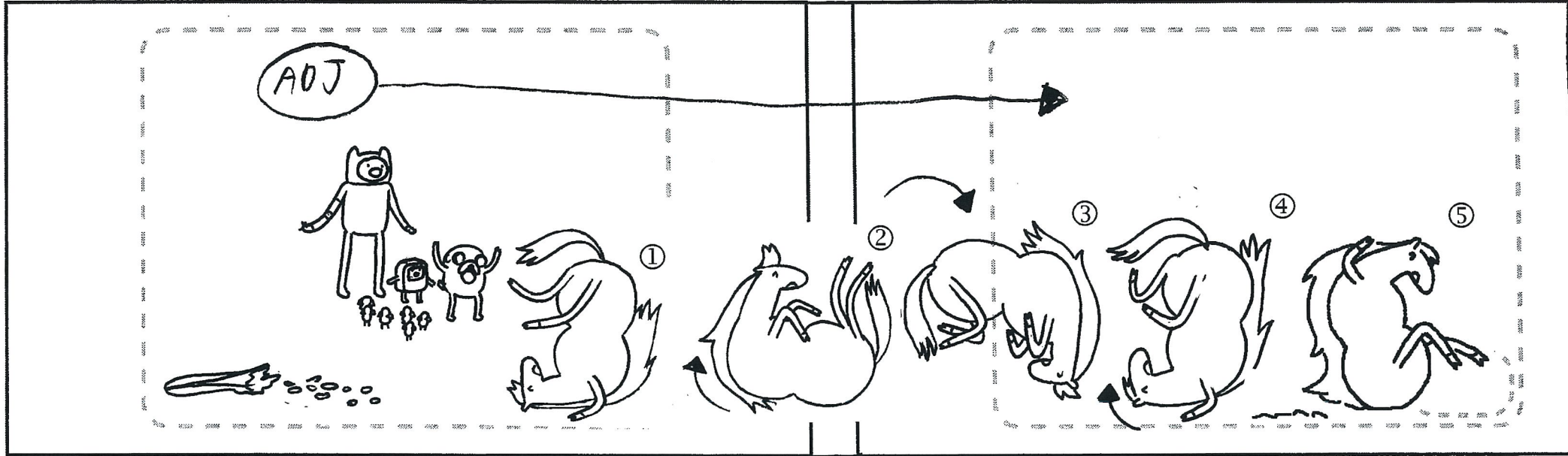
day night

Sc.

Pnl.

Bg.

day night



Dialog:

SFX: * THMP-THMP-THMP *

Action: - SENDS JAMES BAXTER TUMBLING.
- PAN W/ JB.



Timing:

MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

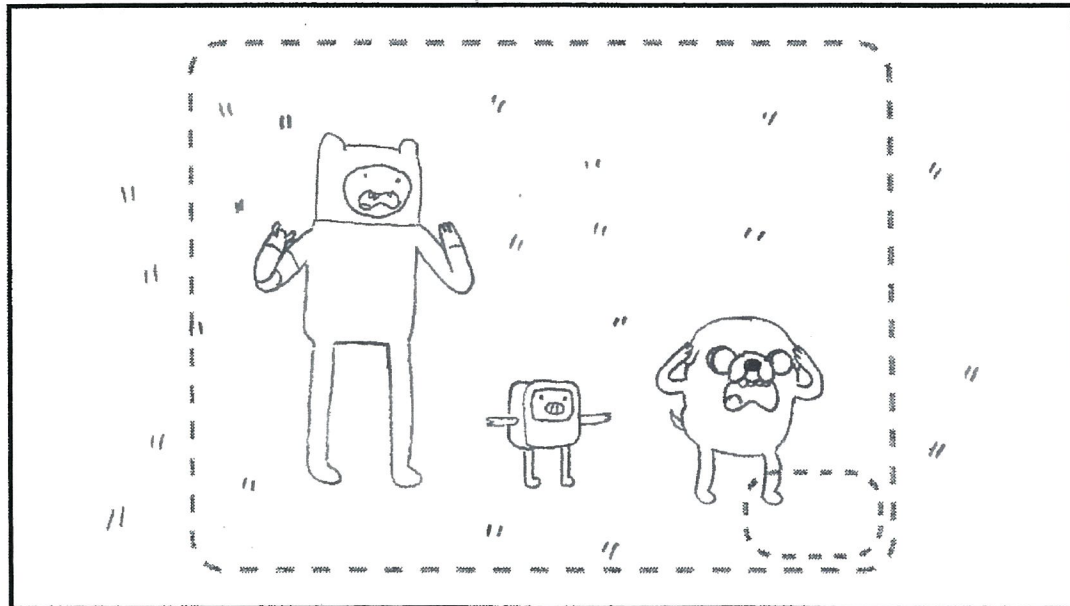
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ADVENTURE TIME

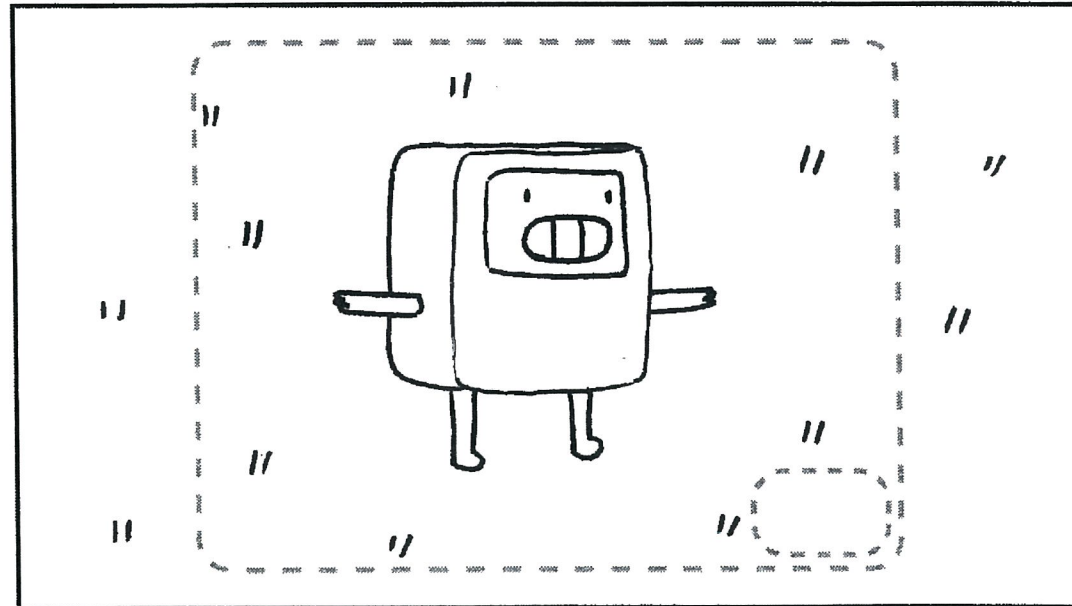


Page 32

Sc. 19 Pnl. A Bg. day night



Sc. 20 Pnl. A Bg. day night

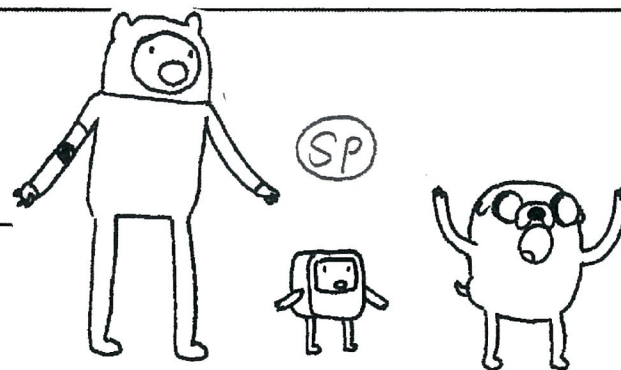


Dialog:

F, J, B: [GASP]

Action:

FINN, JAKE AND BMO
ARE HORRIFIED



MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

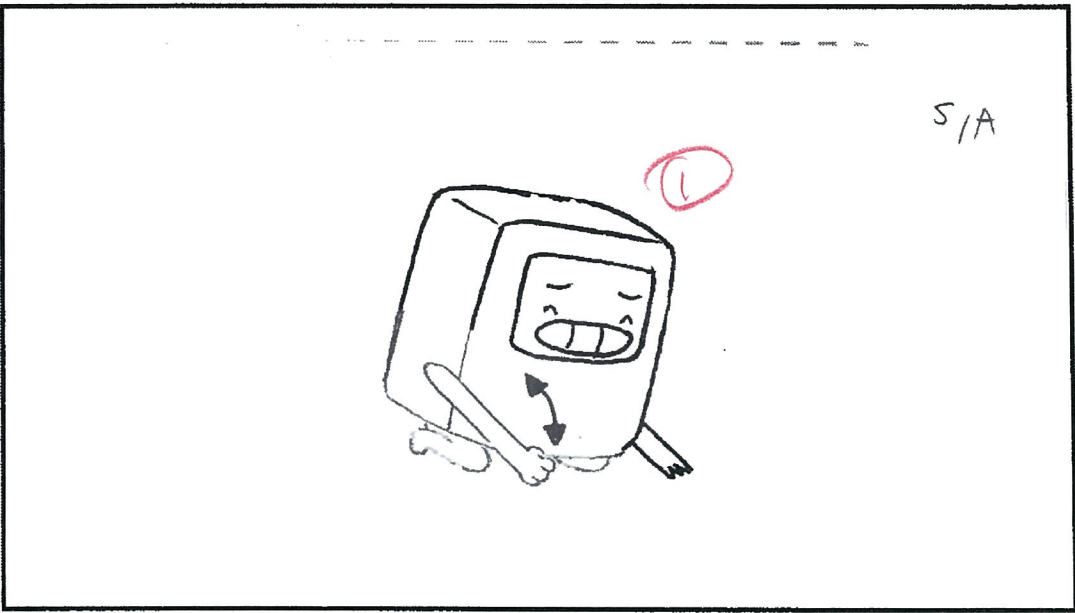
1042 247

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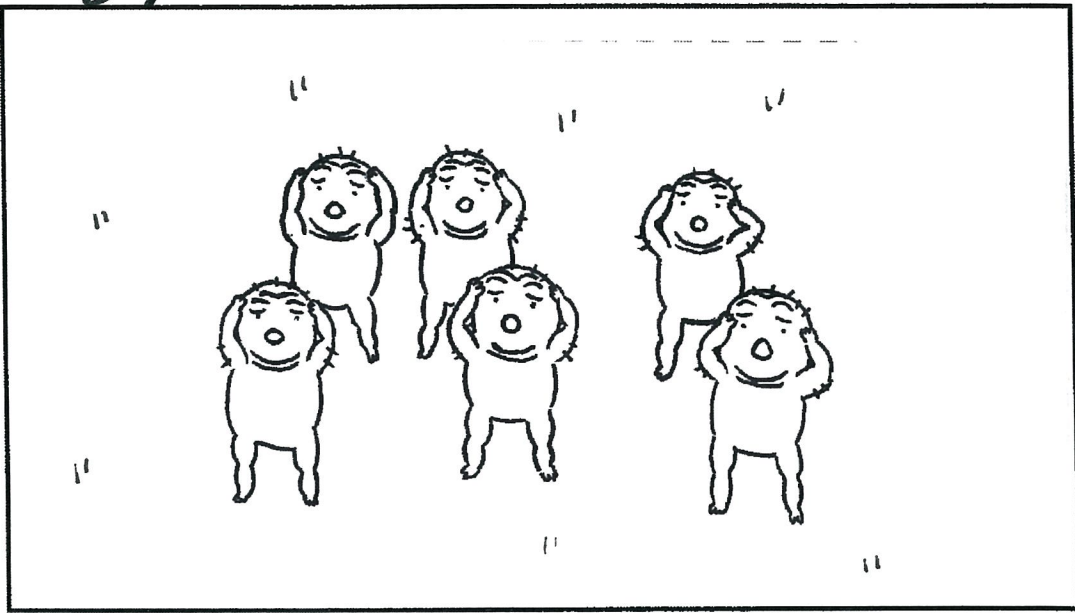
ADVENTURE TIME



Sc. 20 cont Pnl. B Bg. day night



Sc. 21 Pnl. A Bg. day night



Dialog: B: NOOOOOO!

Action: - GRITTED TEETH.
- PUNCHES GROUND IN ANGUISH.

Timing:

MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

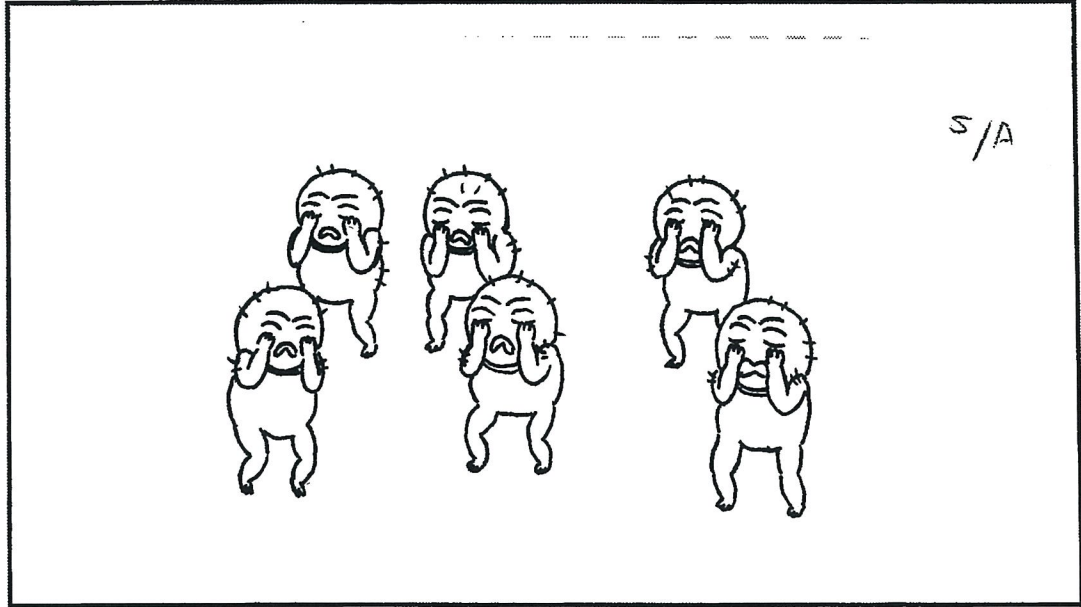
1042 247

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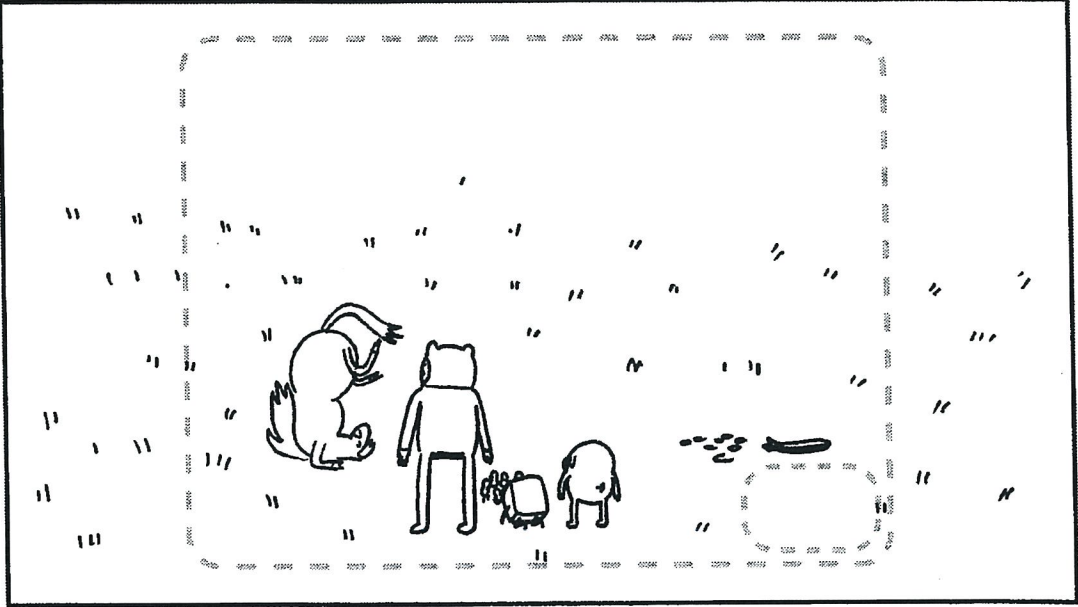
ADVENTURE TIME



Sc. *21 cont* Pnl. *B* Bg. day night



Sc. *22* Pnl. *A* Bg. day night



Dialog:	<i>MOLE PEOPLE : [CRYING]</i>
Action:	<i>MOLE PEOPLE START CRYING AGAIN.</i> <div>MAR 03 2016</div>
Timing:	

EPISODE # 1042-247

Production:

1042 247

1042 247

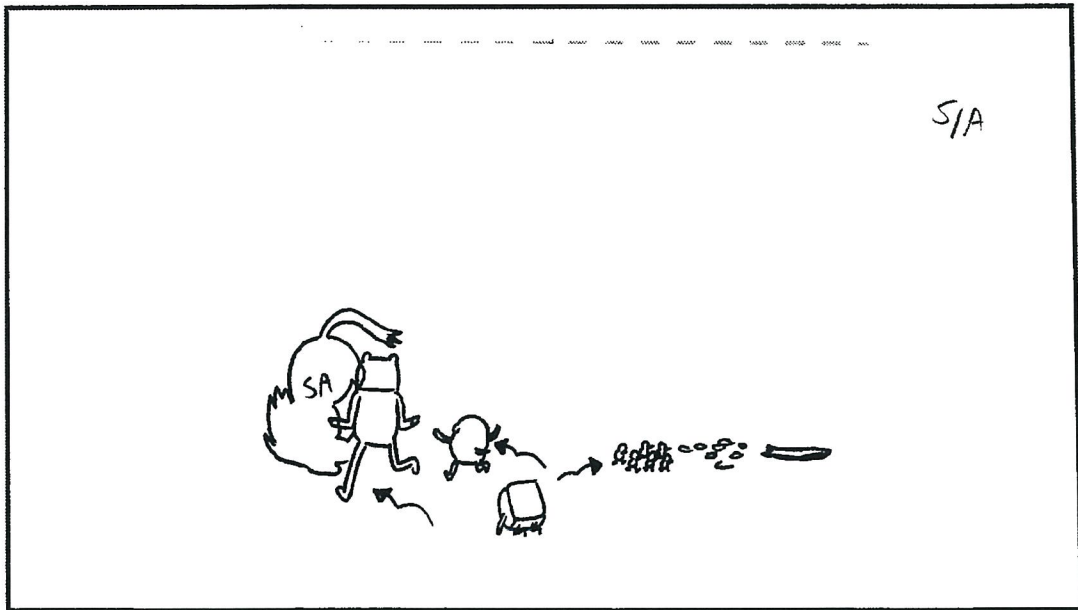
1042 247

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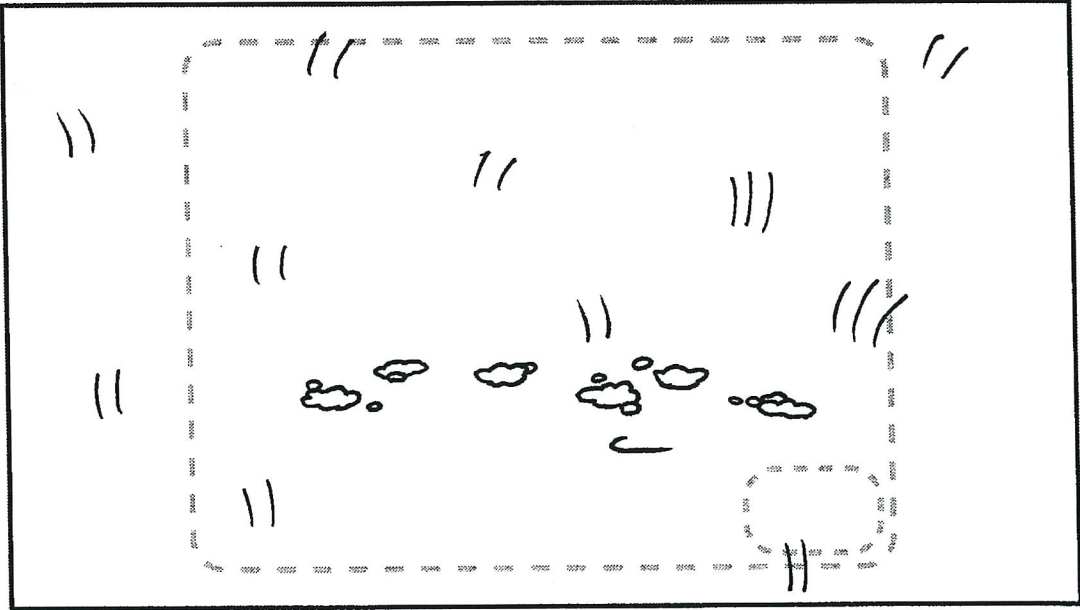
ADVENTURE TIME



Sc. 22 cont Pnl. B Bg. day night



Sc. 23 Pnl. A Bg. day night



Dialog:	
Action:	- FINN + JAKE RUSH OVER TO JAMES BAXTER. - MOLE PEOPLE RUSH OVER TO ELDEROLIO'S BITS.
Timing:	MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

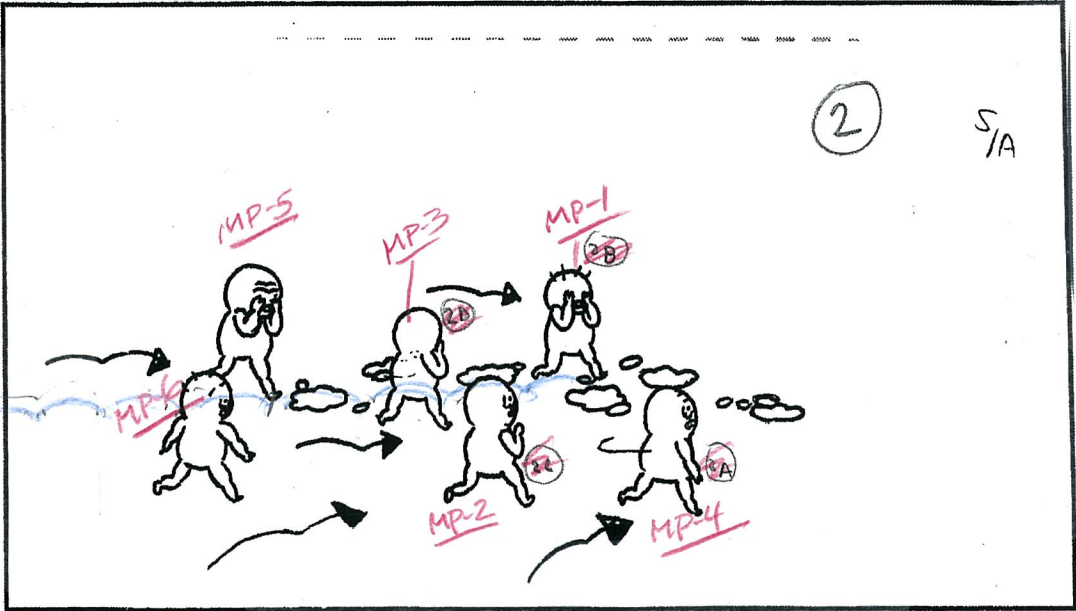
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ADVENTURE TIME



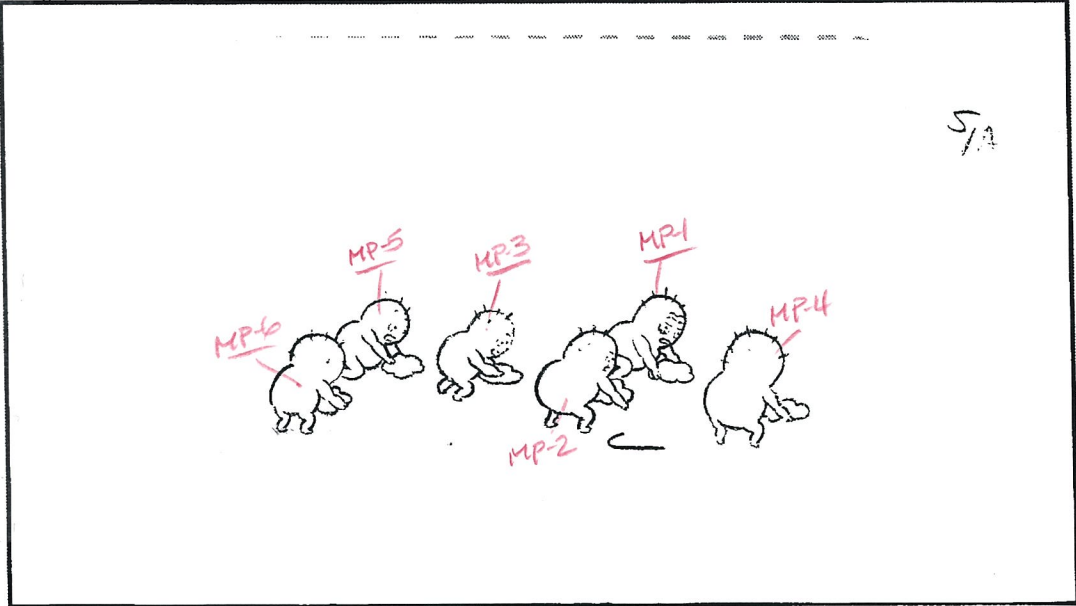
Sc. 23 cont Pnl. B Bg.

day night



Sc. 23 cont Pnl. C Bg.

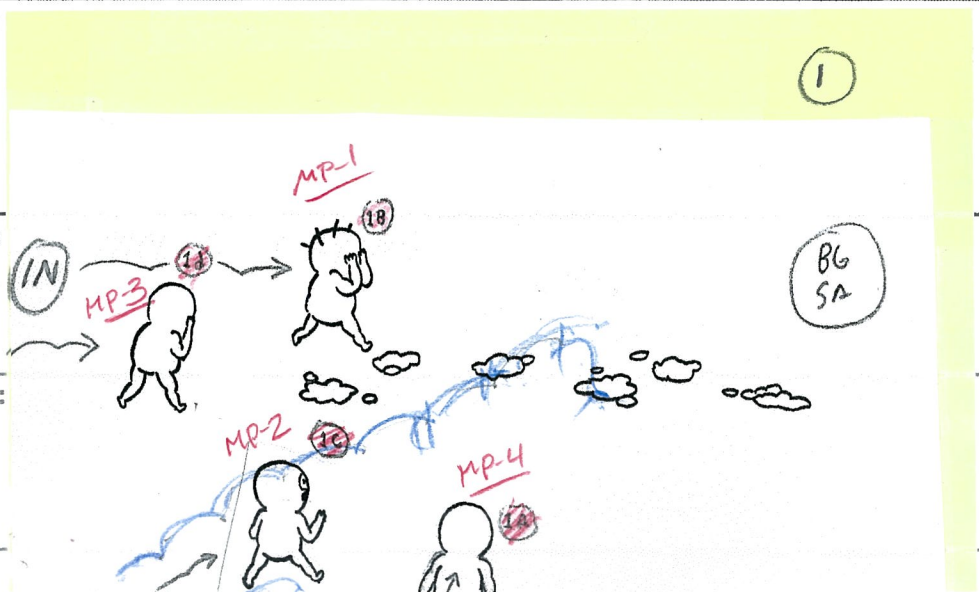
day night



Dialog:

Action:

Timing:



MOLES GATHER UP ELDEROLIO'S BITS AND CAVE
MOLES CRYING

MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

ADVENTURE TIME

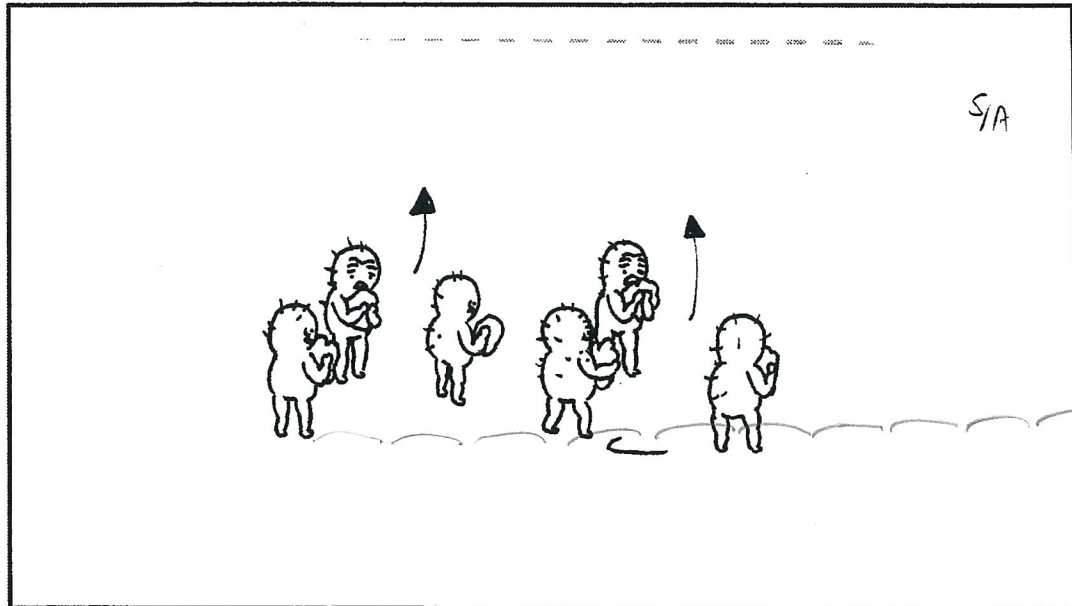


Page 37

Sc. 23 cont Pnl. D

Bg.

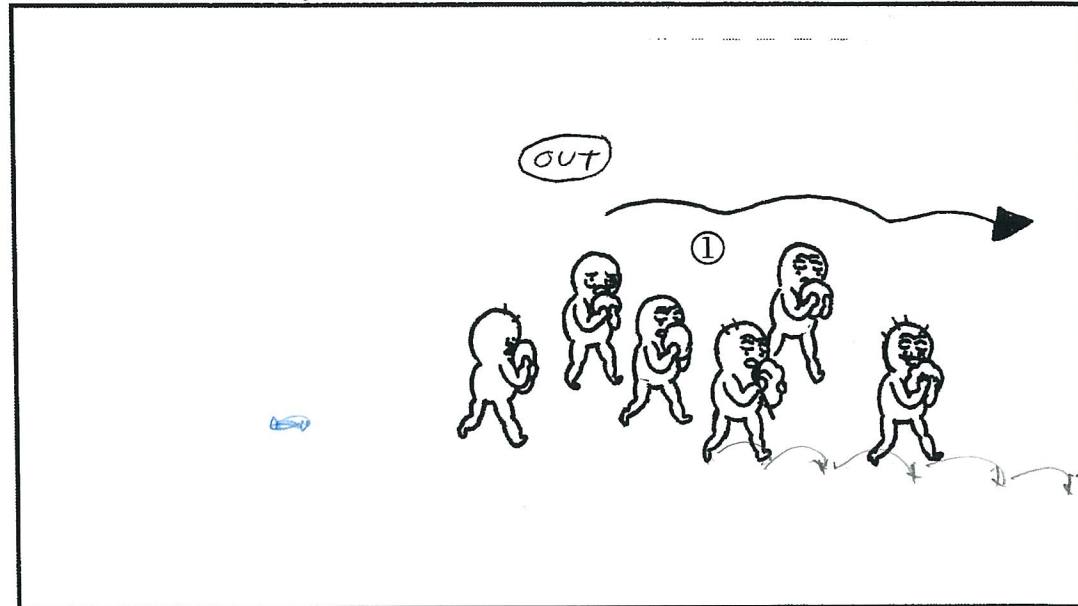
day night



Sc. 23 cont Pnl. E

Bg.

day night



Dialog:

Action:

MOLES CRYING

- MOLE CLOSEST TO CANE
PICKS UP CANE

- MOLE PEOPLE WALK OFF

Timing:



EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

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ADVENTURE TIME



Sc. 24 Pnl. A Bg. day night

Sc. 24 cont Pnl. B Bg. day night

Dialog:	SFX: * THMP *
Action:	- JB FLOPS OVER. MAR 03 2016
Timing:	

1042-247 EPISODE # Production:

1042 247

1042 247

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ADVENTURE TIME



Sc. *24 cont* Pnl. *C* Bg. day night

S/A

Sc. *24 cont* Pnl. *D* Bg. day night

S/A

Dialog:	<i>JB: JAMES BAXTER?</i>
Action:	<i>- JAMES BAXTER LOOKS WIDE-EYED AND CONFUSED.</i>
Timing:	

MAR 03 2016

1042 247

1042-247

EPISODE #

Production:

1042 247

1042 247

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ADVENTURE TIME

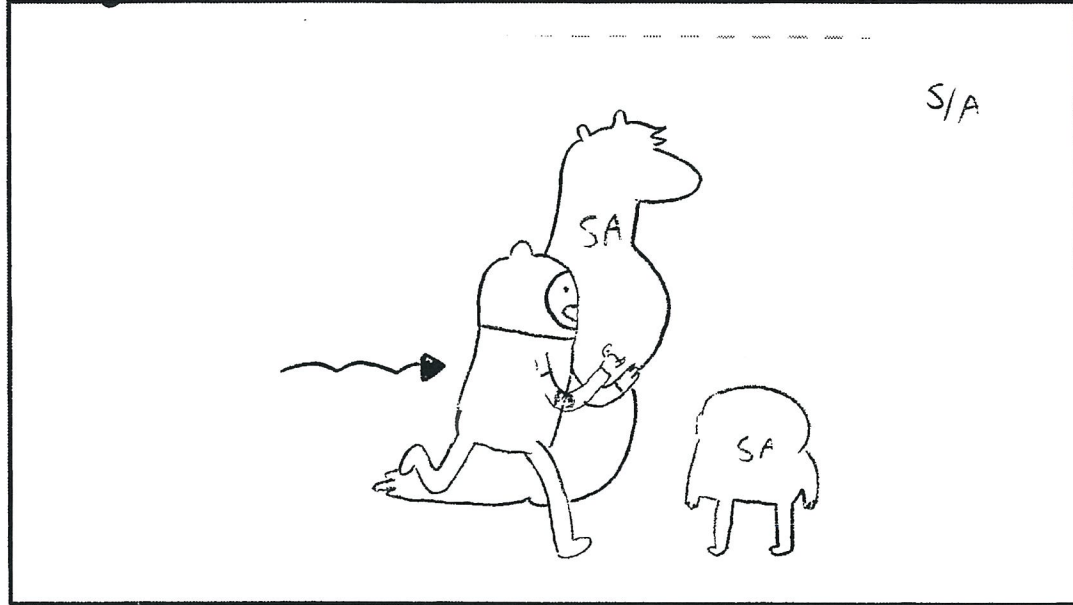


Sc.

24 cont Pnl. *E*

Bg.

day night

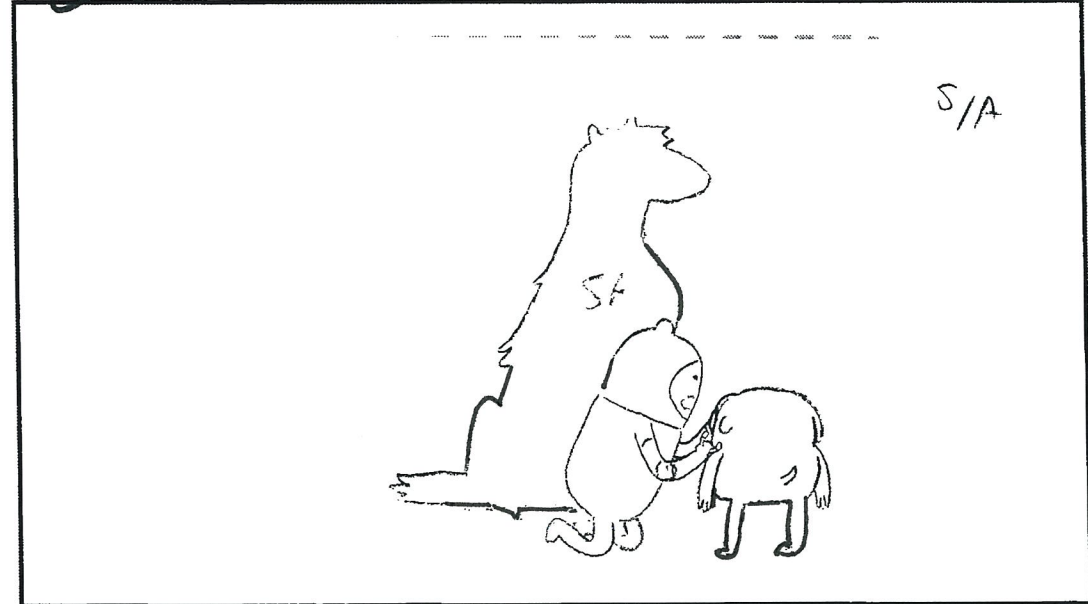


Sc.

24 cont Pnl. *F*

Bg.

day night



Dialog:

Action:

FINN GRABS JAKE

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

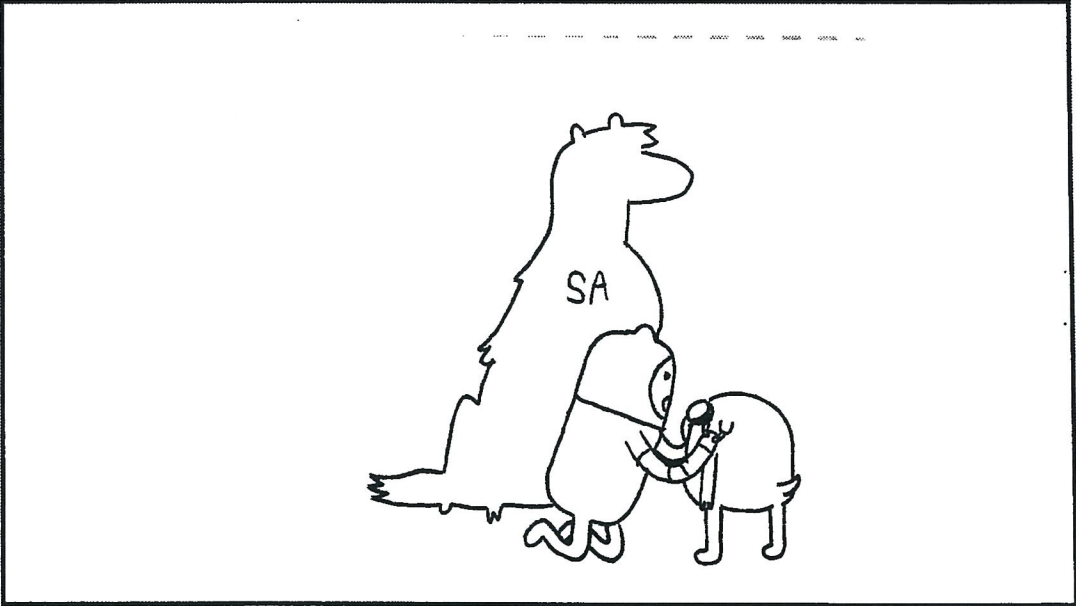
1042 247

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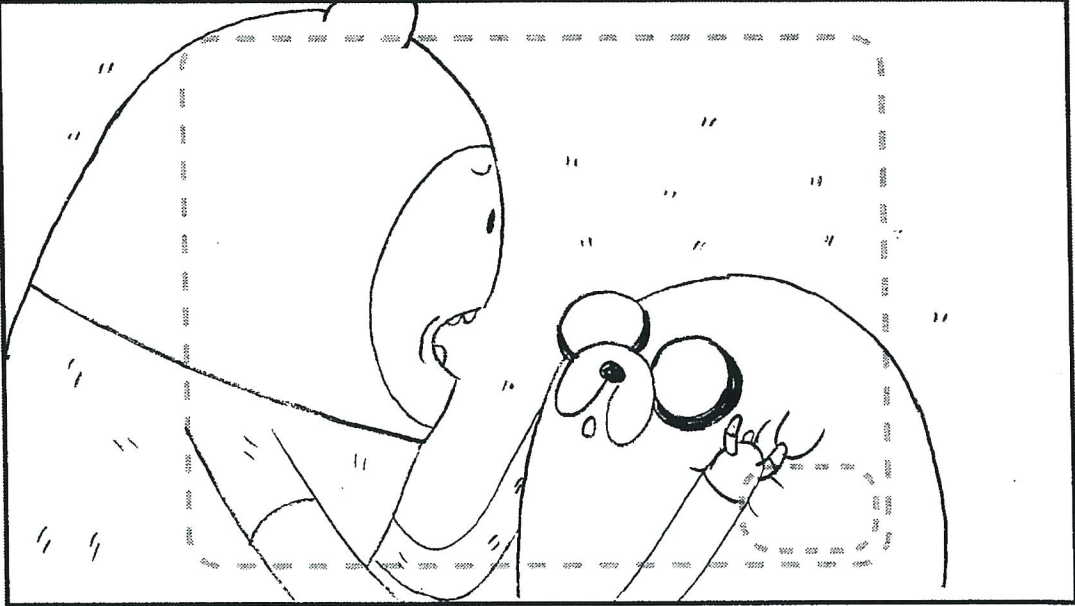
ADVENTURE TIME



Sc. 24 cont Pnl. G Bg. day night



Sc. 25 Pnl. A Bg. day night



Dialog:	F: JAKE!
Action:	-FINN TURNS JAKE TOWARDS HIMSELF. MAR 03 2016
Timing:	

1042-247
EPISODE #

Production:

1042 247

ADVENTURE TIME



Page 42

Sc. 25 cont Pnl. B

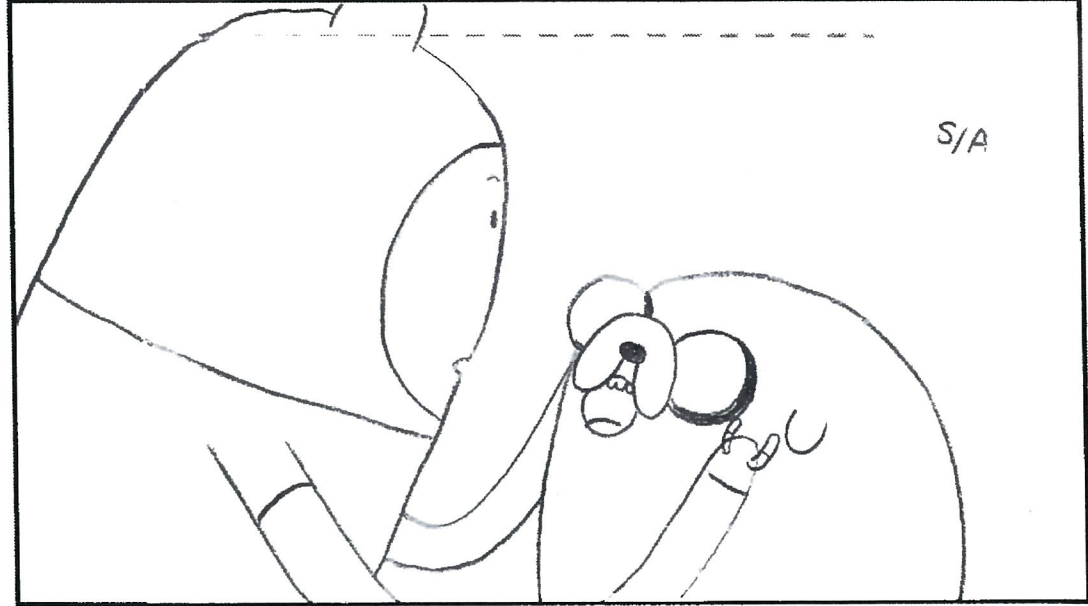
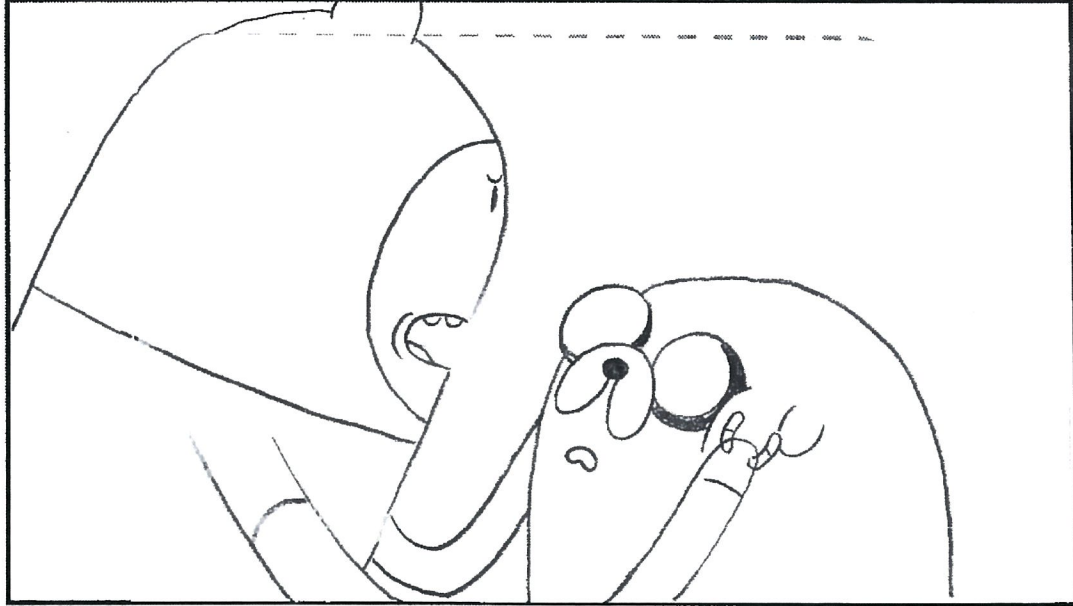
Bg.

day night

Sc. 25 cont Pnl. C

Bg.

day night



Dialog: F: STRETCH INTO A BEACH BALL SO J: OKAY!
JAMES BAXTER CAN RIDE YOU!!!

Action:

MAR 03 2016

Timing:

EPISODE #

1042-247

Production:

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1042 247

1042 247

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ADVENTURE TIME



Page 43

Sc. 26

Pnl. A

Bg.

day night

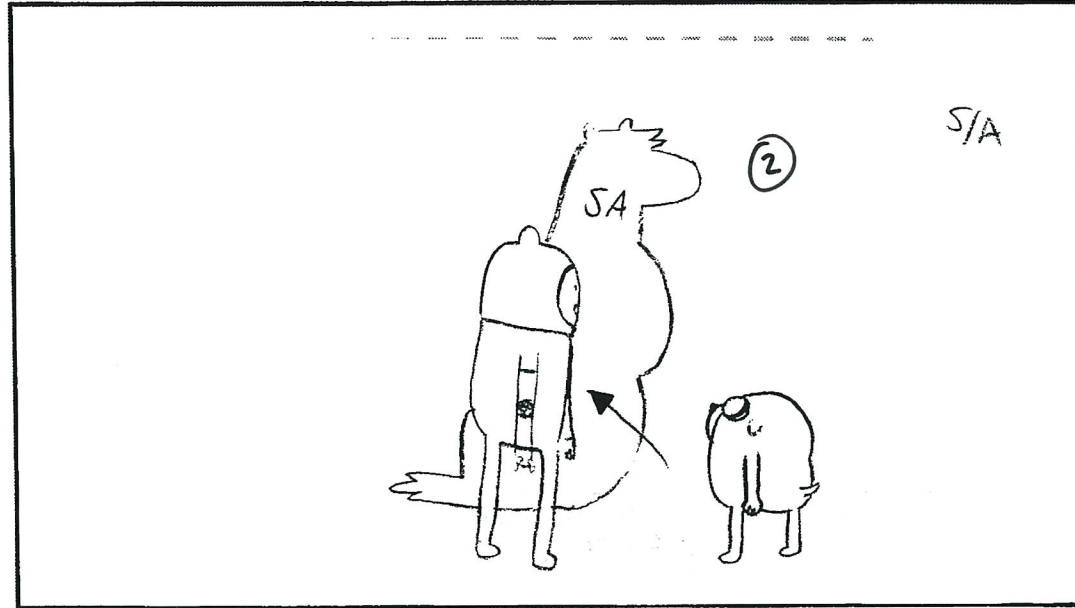
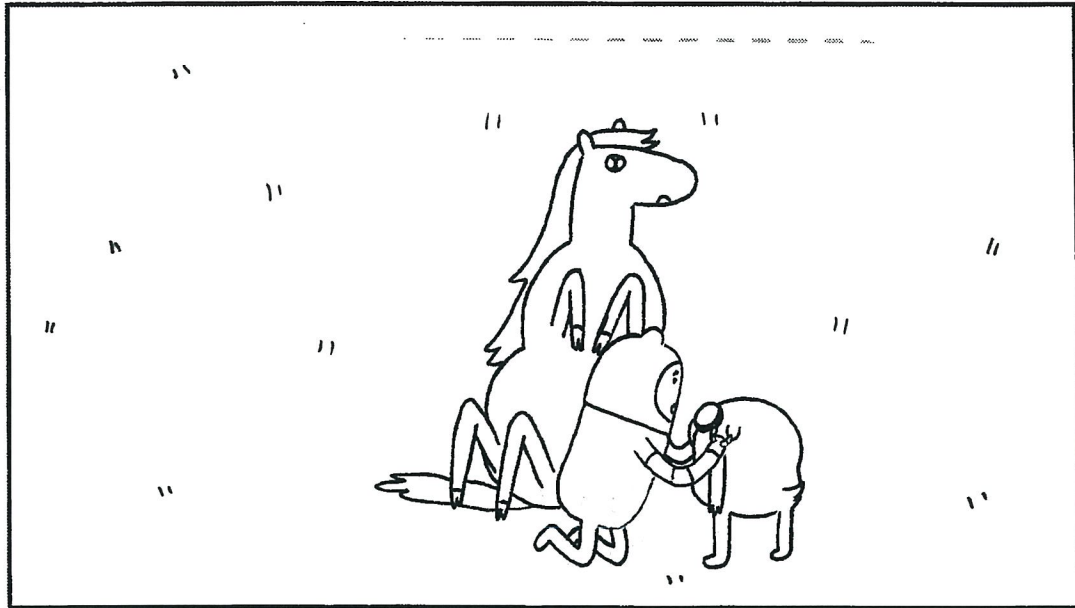
Sc. 26

cont

Pnl. B

Bg.

day night

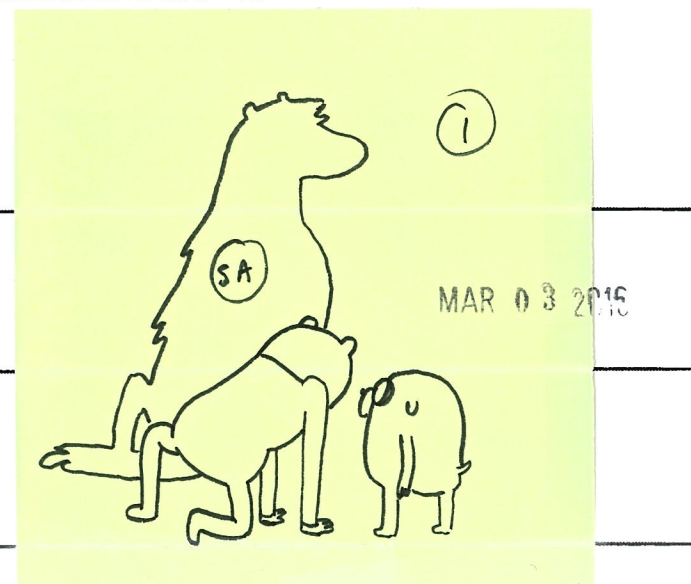


Dialog:

Action:

Timing:

- FINN STANDS UP.



EPISODE # 1042-247

Production:

1042 247

1042 247

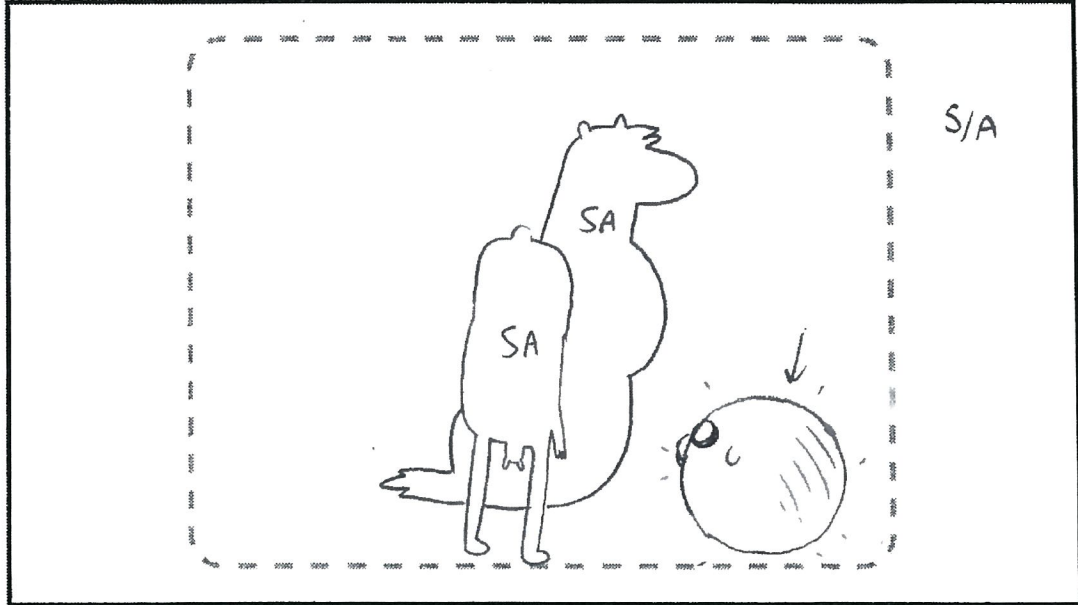
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1042 247

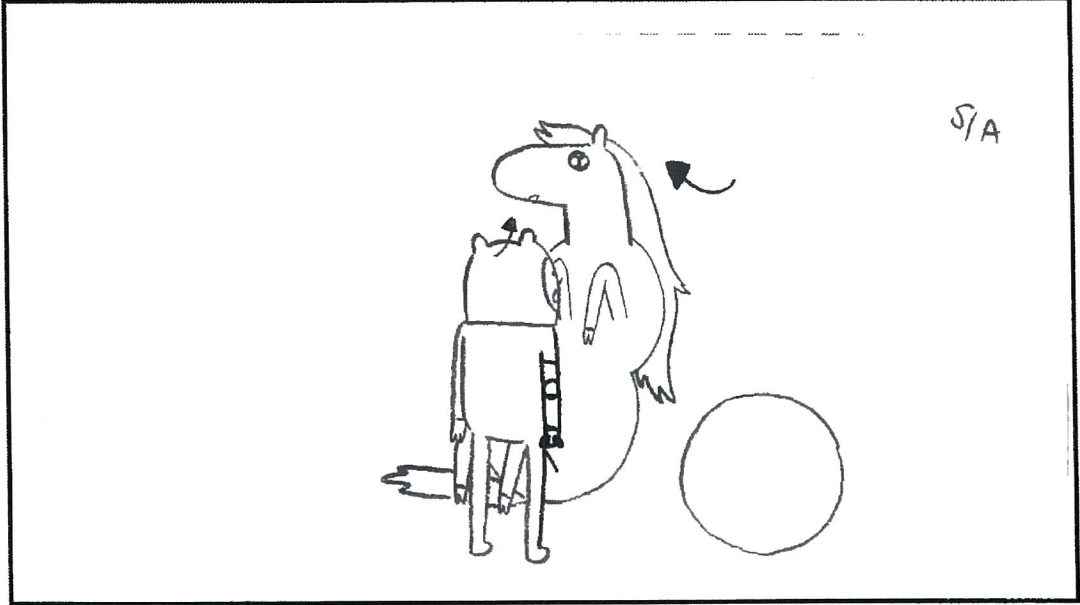
ADVENTURE TIME



Sc. 26 cont Pnl. C Bg. day night



Sc. 26 cont Pnl. D Bg. day night



Dialog:	
SA: * STRETCH *	
Action:	JAKE BECOMES BALL SHAPE
	JB TURNS AWAY AND STARES INTO NOTHINGNESS. UNMOVING.
	MAR 03 2016
Timing:	

1042-247

EPISODE #

1042 247

Production:

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ADVENTURE TIME



Page 45

Sc. 26 cont Pnl. E

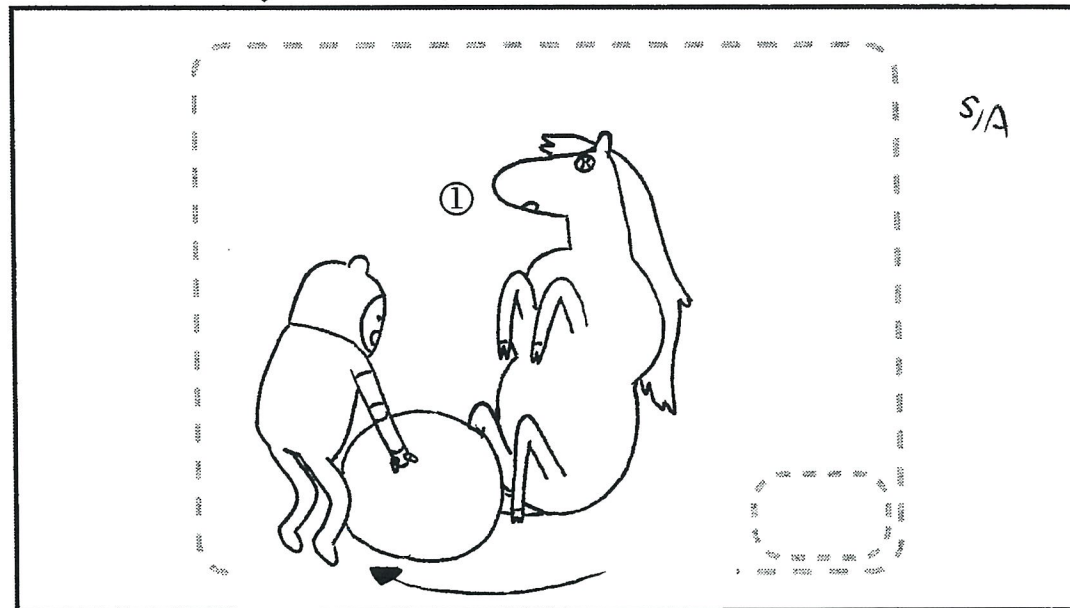
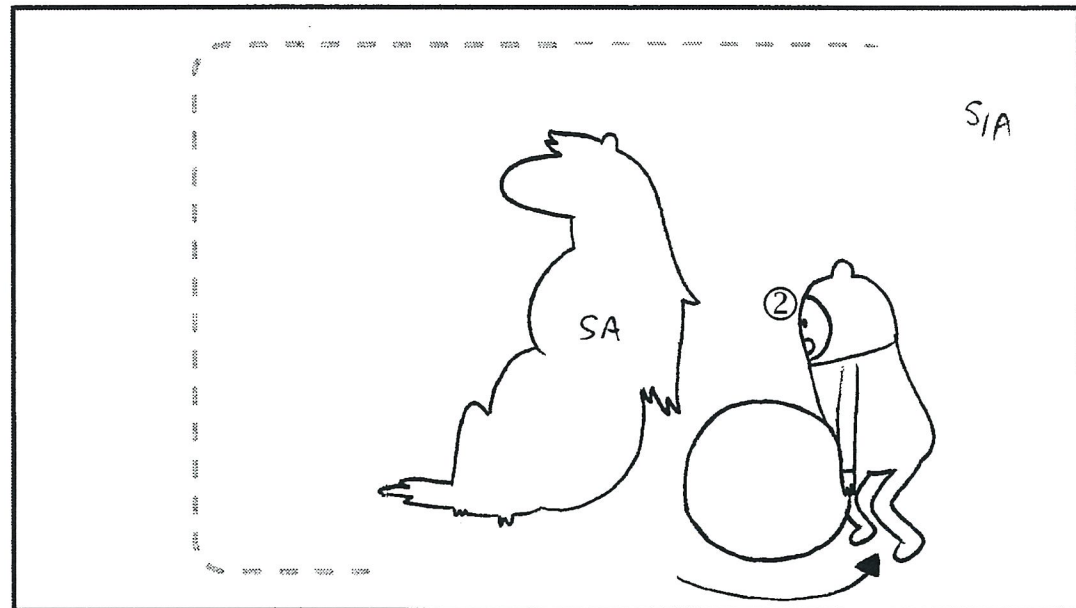
Bg.

day night

Sc. 26 cont Pnl. F

Bg.

day night



Dialog:

Action:

Timing:



- F. ROLLS JAKE IN FRONT OF JB.

MAR 03 2016



EPISODE #

Production:

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ADVENTURE TIME



Page 46

Sc. 26 cont Pnl. G

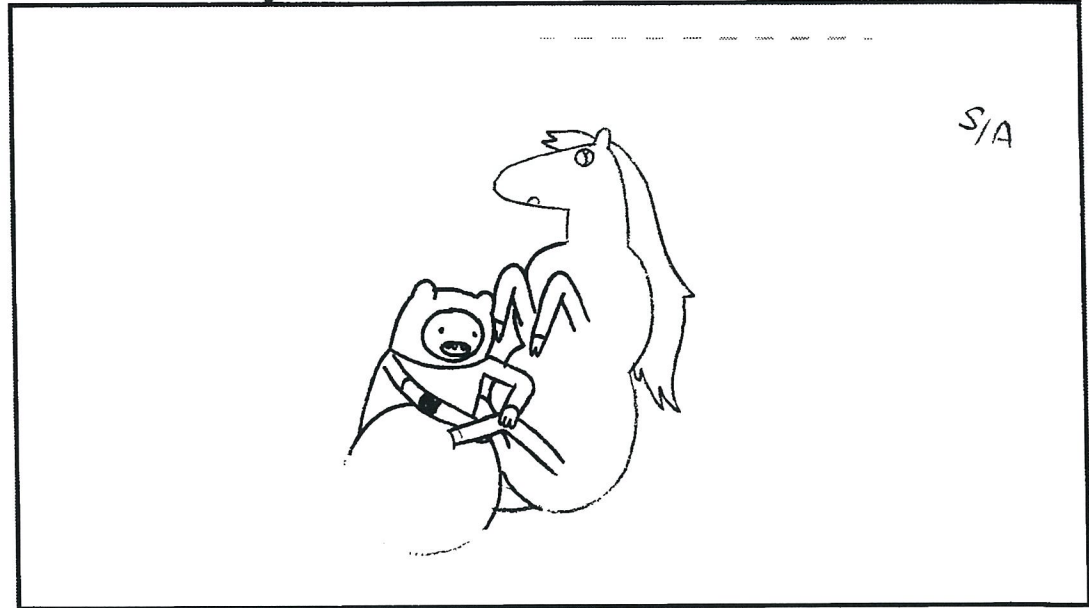
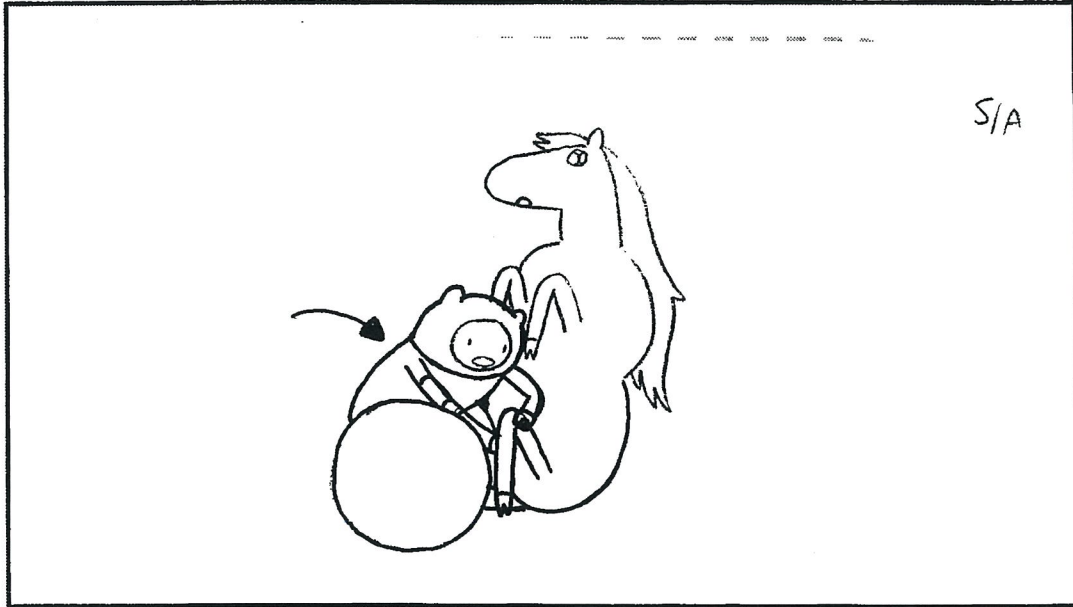
Bg.

day night

Sc. 26 cont Pnl. H

Bg.

day night



Dialog:

Action: - FINN GRABS JAKE'S LEGS AND PLACES
THEM ONTO A SQUISHY JAKE.

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

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1042 247

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ADVENTURE TIME



Page 47

Sc. 26 cont Pnl. I

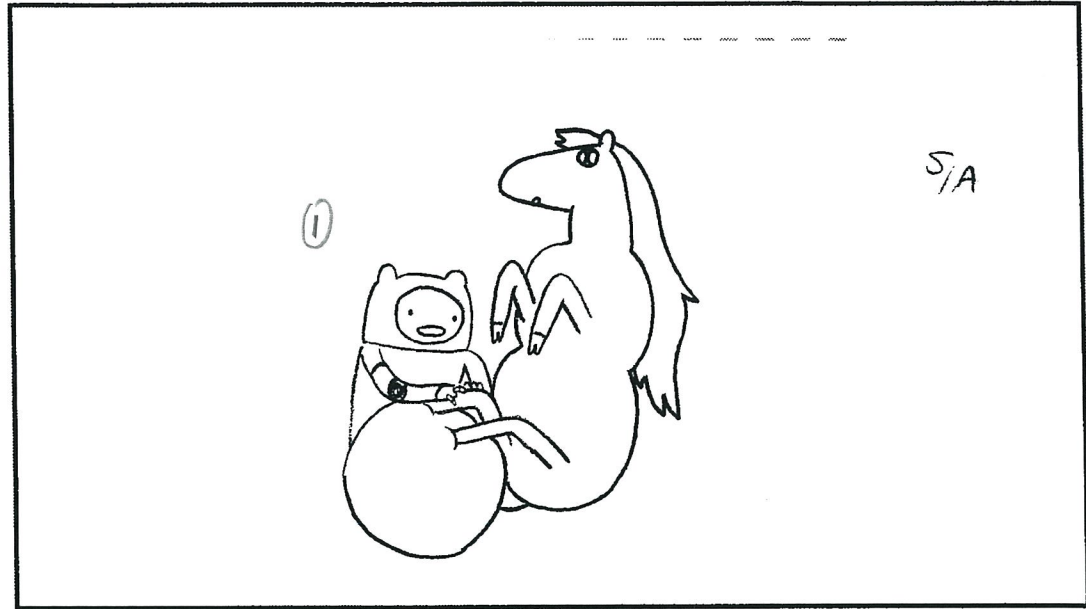
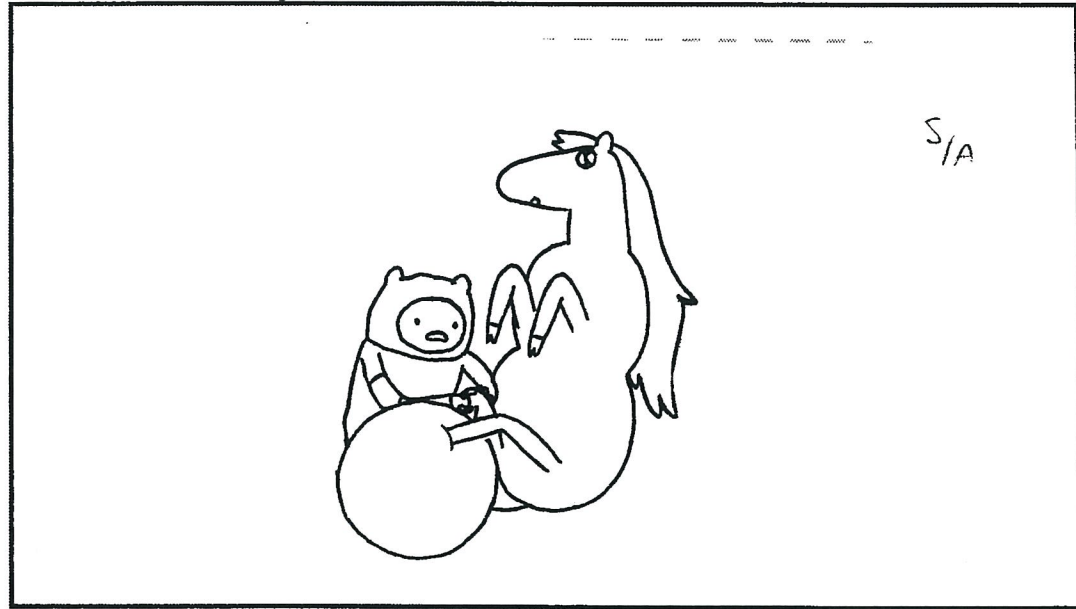
Bg.

day night

Sc. 26 cont Pnl. J

Bg.

day night



Dialog:
Action:
Timing:



MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

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ADVENTURE TIME



Page 48

Sc. 26 cont Pnl. K

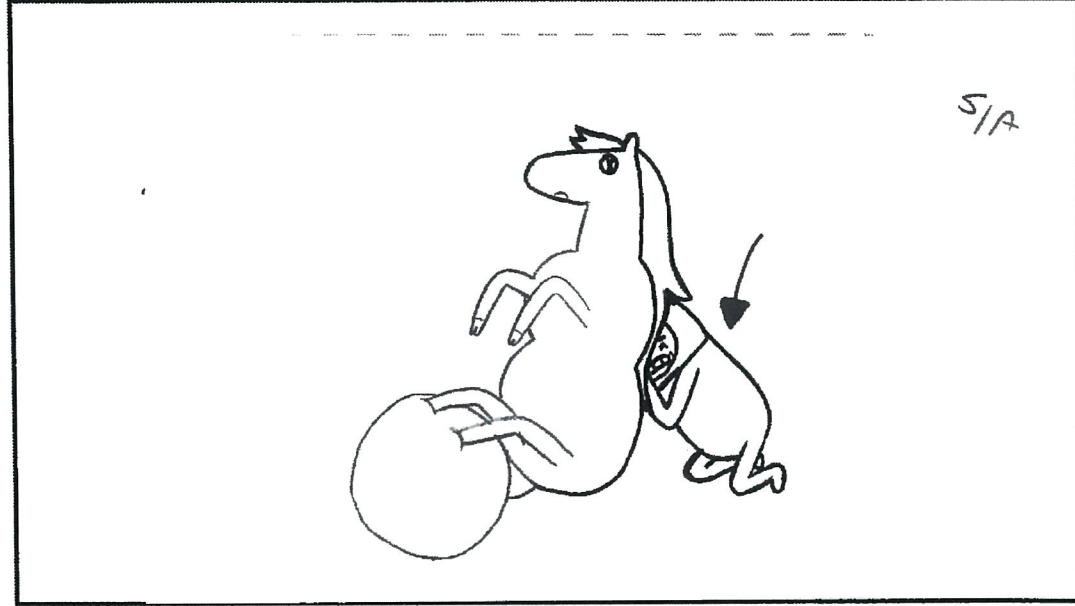
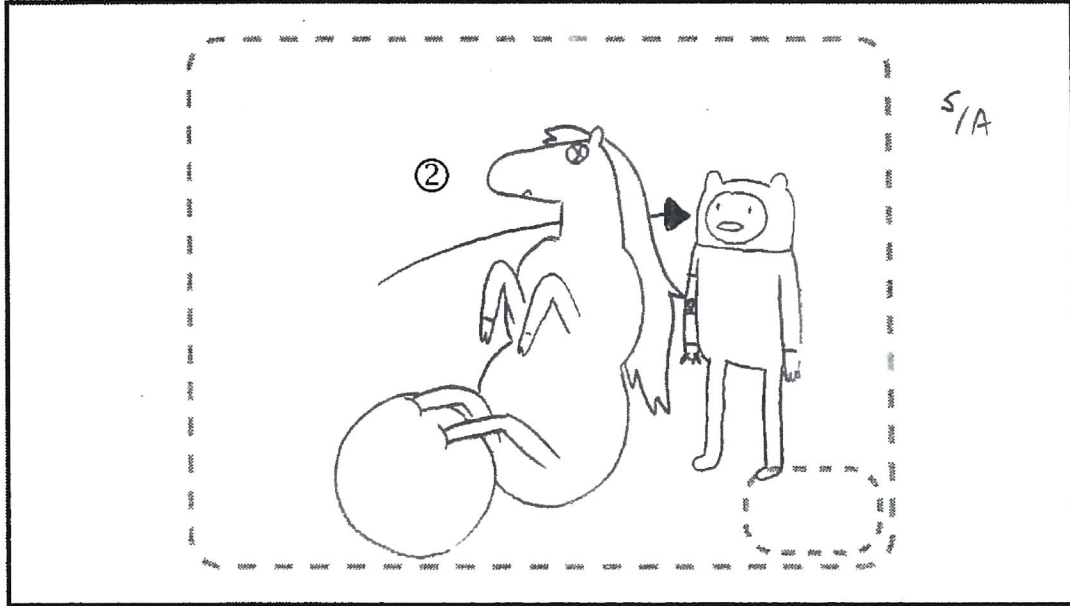
Bg.

day night

Sc. 26 cont Pnl. L

Bg.

day night



Dialog:

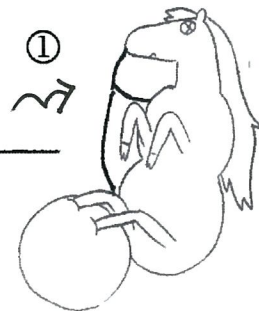
F: [QUIET STRAIN]

Action: - FINN GETS BEHIND JB

FINN TRIES TO PUSH JB ONTO JAKE/BALL

MAR 03 2016

Timing:



1042-247
EPISODE #

Production:

1042 247

1042 247

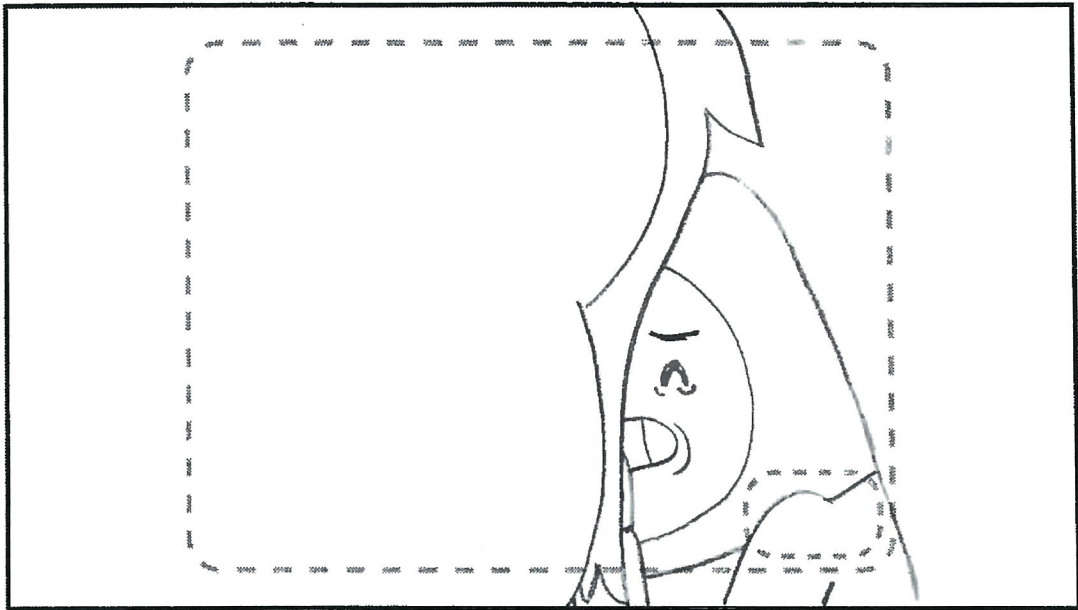
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1042 247

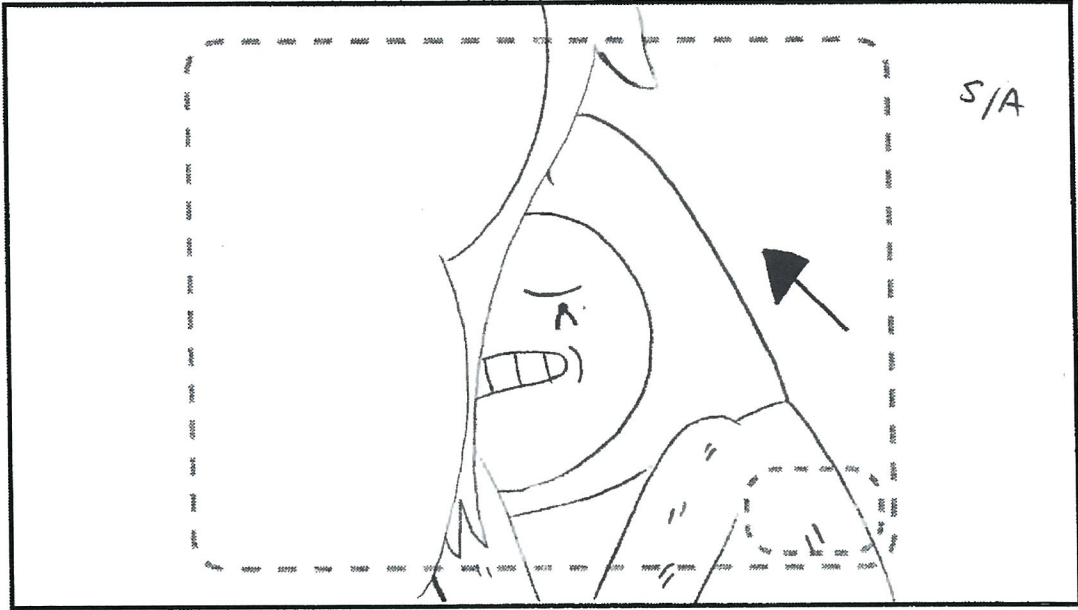
ADVENTURE TIME



Sc. 27 Pnl. A Bg. day night



Sc. 27 cont Pnl. B Bg. day night



Dialog:	F: YUUAHHH...
Action:	MAR 03 2016
Timing:	

EPISODE # 1042-247

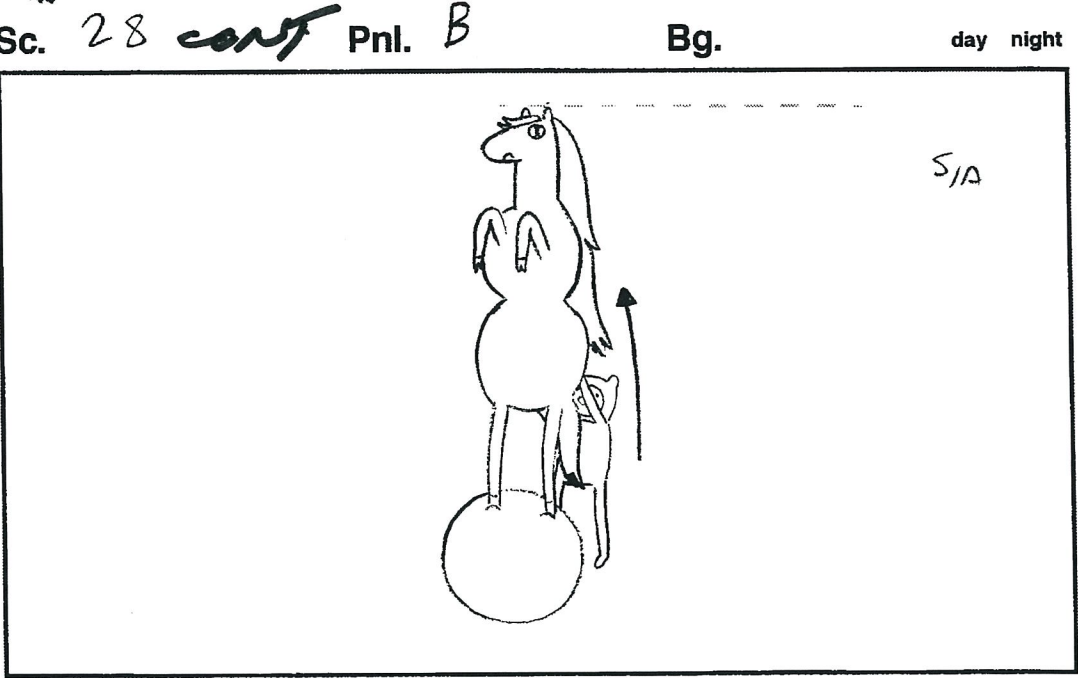
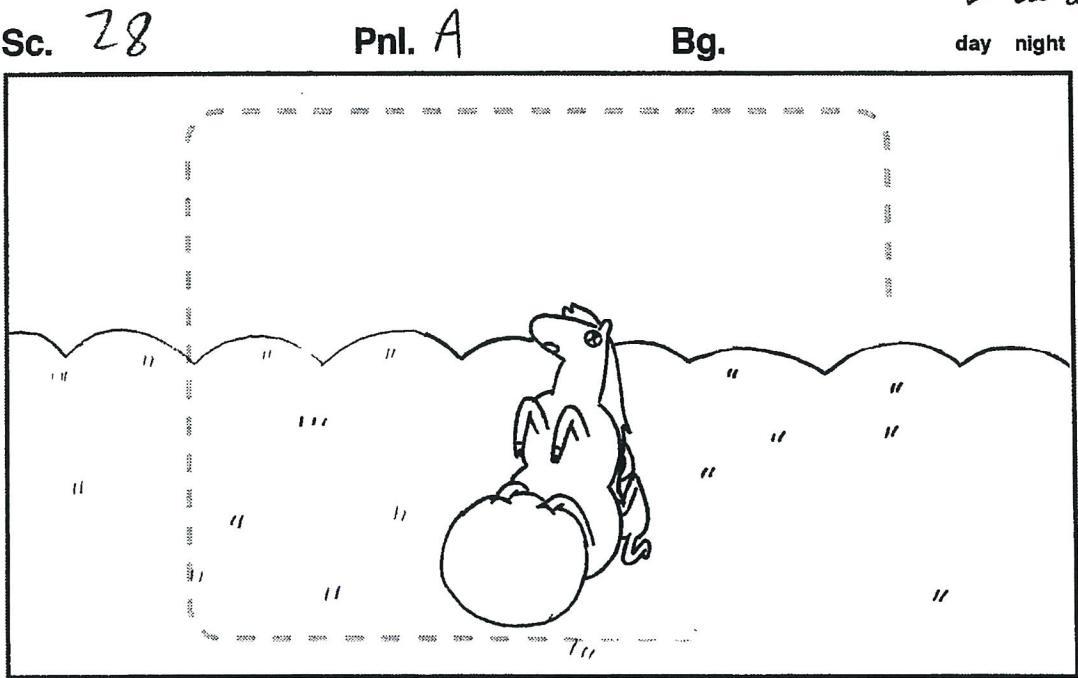
Production:

1042 247

1042 247

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ADVENTURE TIME



Dialog:	
Action:	- F. LIFTS JB UPRIGHT ON TOP of BALL. MAR 03 2016
Timing:	

1042-247
EPISODE #

Production:

1042 247

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1042 247

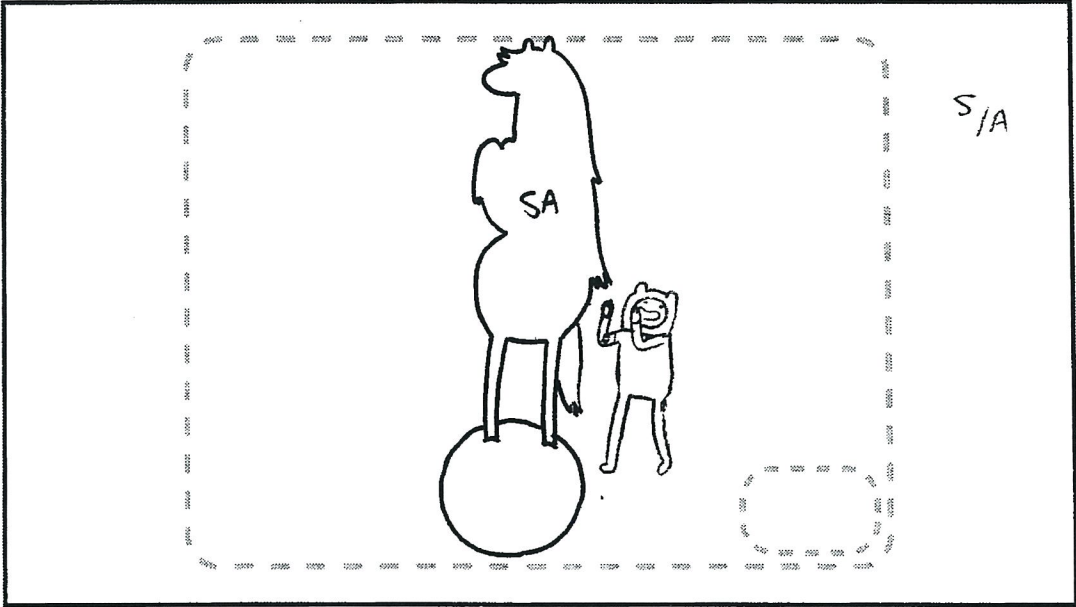
ADVENTURE TIME



Sc. 28 cont Pnl. C

Bg.

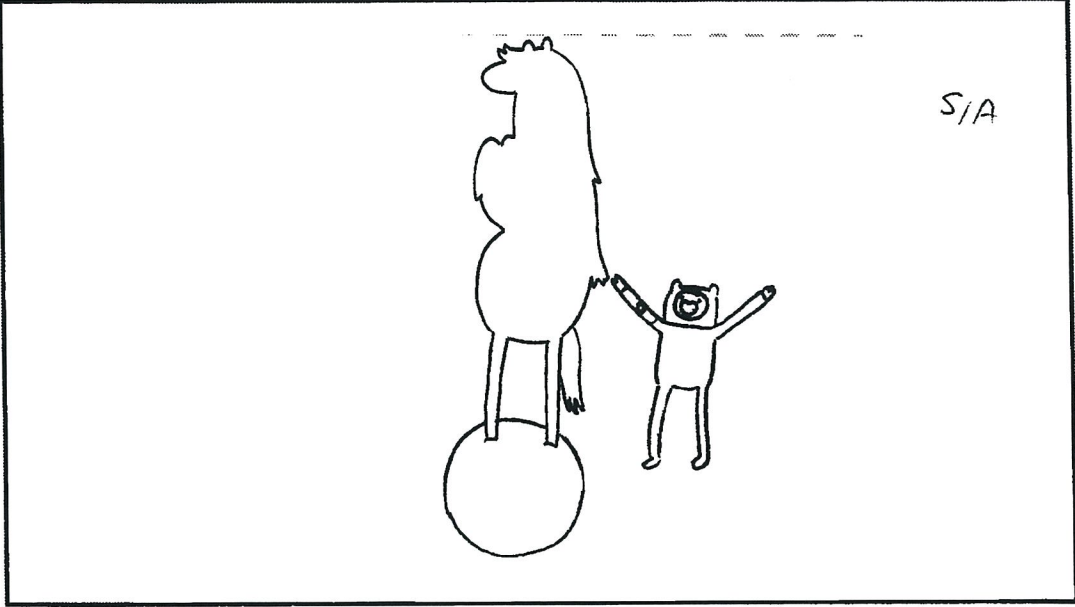
day night



Sc. 28 cont Pnl. D

Bg.

day night



Dialog:	F: HE'S DOING IT!!!
Action:	
Timing:	MAR 03 2016

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Production:

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ADVENTURE TIME



Page 52

Sc. 28 cont Pnl. E

Bg.

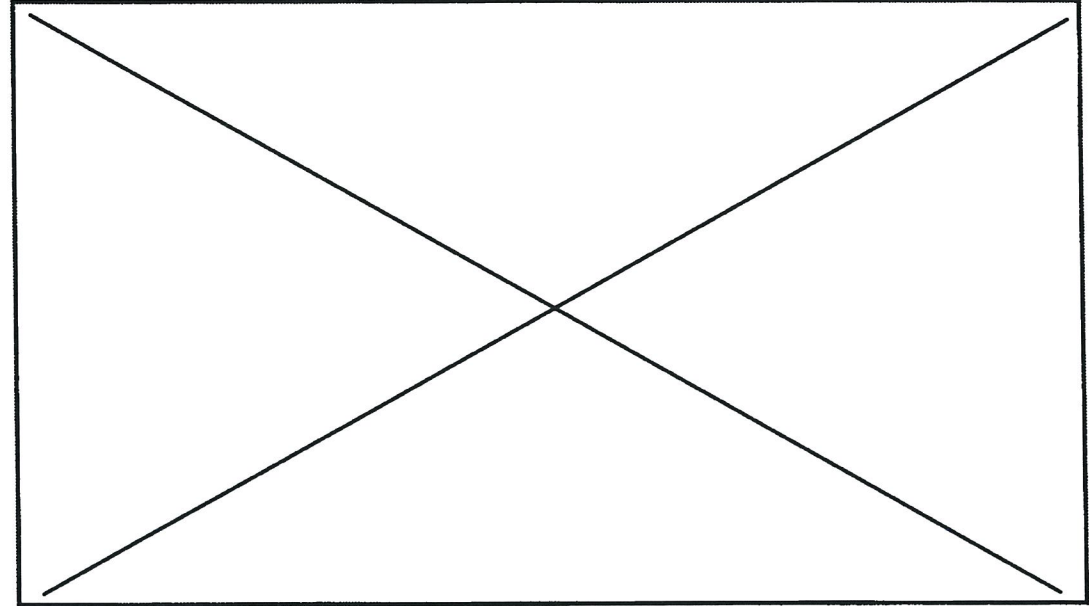
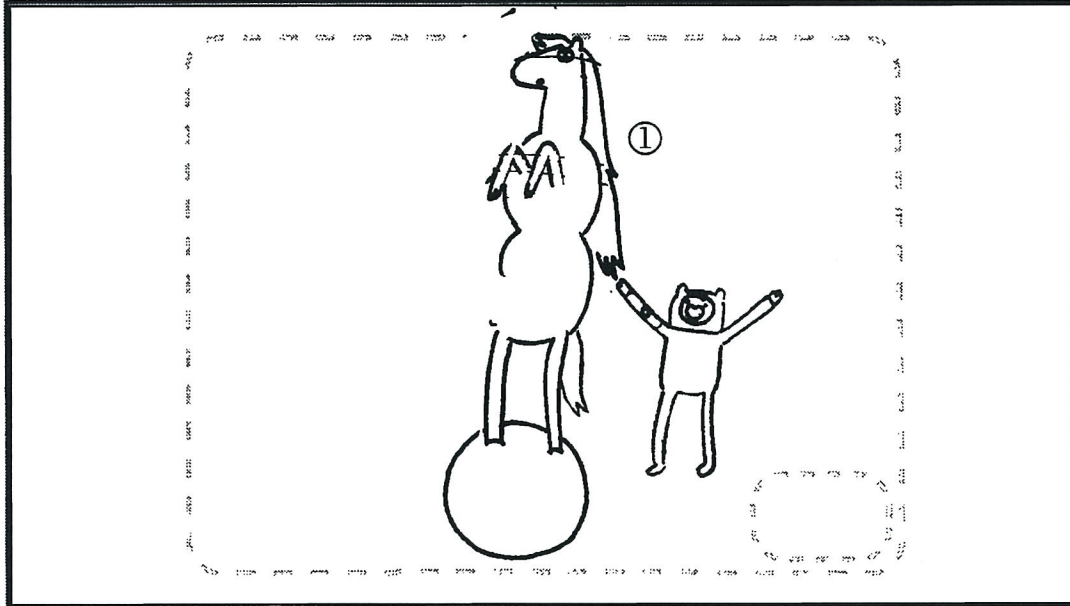
day night

Sc.

Pnl.

Bg.

day night



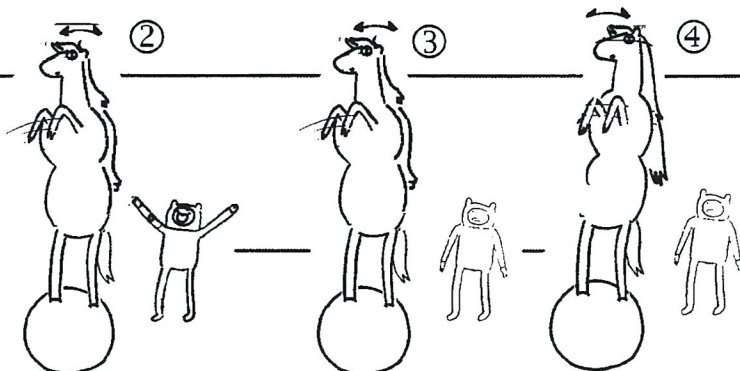
Dialog:

Action:

JB WOBBLES.

MAR 03 2016

Timing:



EPISODE # 1042-247

1042 247

Production:

1042 247

1042 247

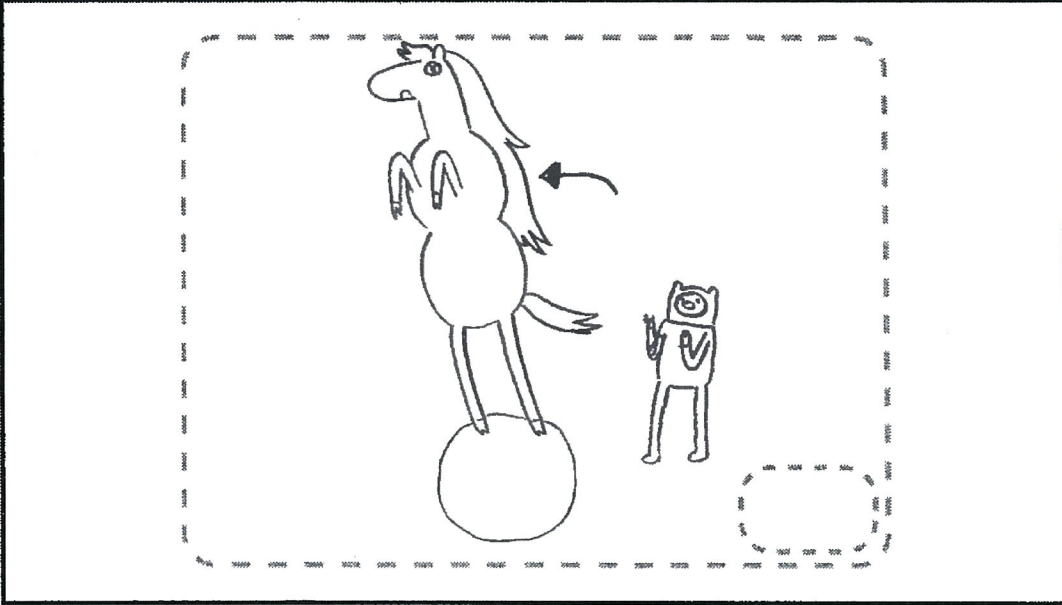
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ADVENTURE TIME



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Sc. 28 cont Pnl. F Bg. day night



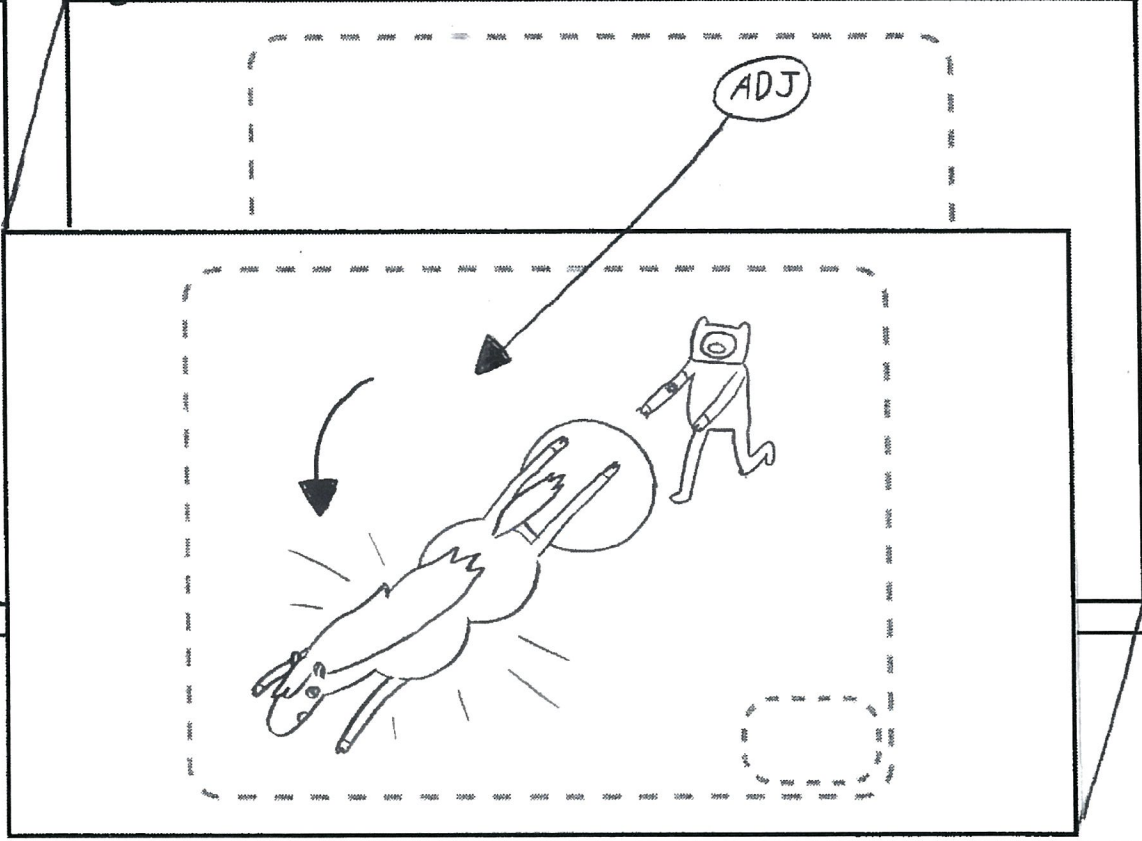
Dialog:

SFX:
* WHAM! *

Action:

Timing:

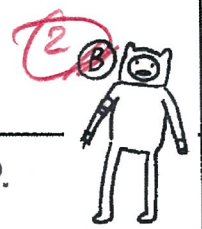
Sc. 28 cont Pnl. G Bg. day night



BMO: Oh Glob, no!

MAR 03 2016

- JB FALLS OVER JAKE, HITS GROUND HARD.
- ADJ. w/ JB.



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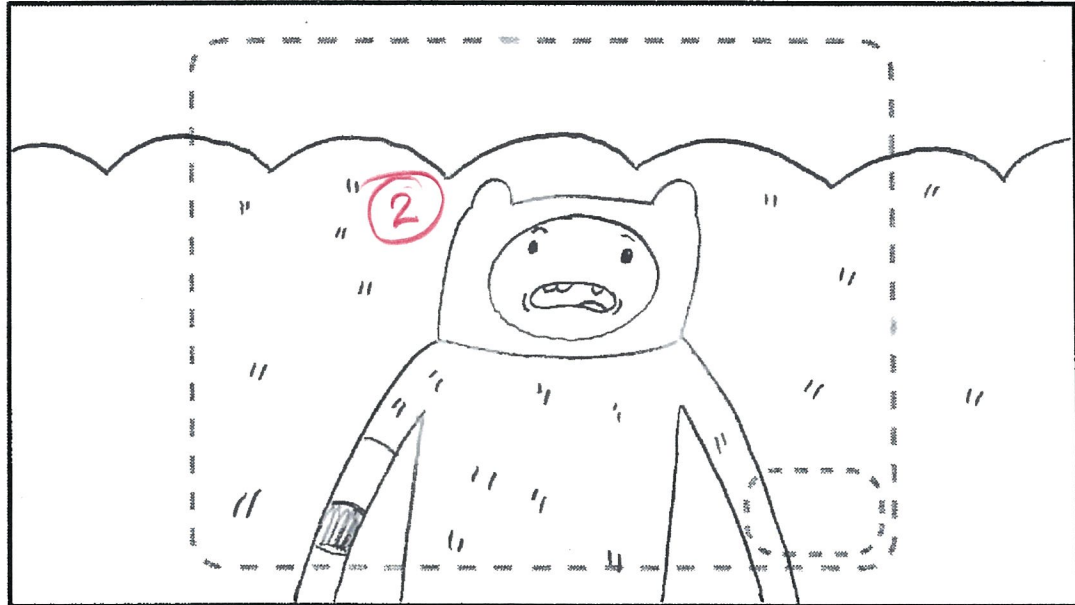
Production:

1042 247

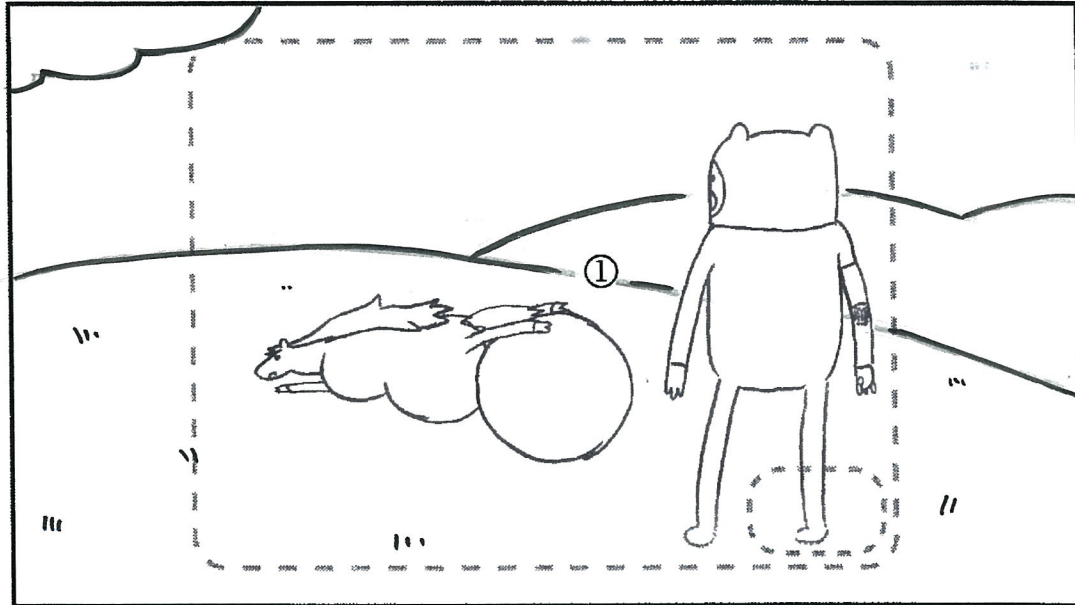
ADVENTURE TIME



Sc. 29 Pnl. A Bg. day night




Sc. 30 Pnl. A Bg. day night



Dialog: F: [GASP] I'M SORRY! ~~SP~~ 1  MAR 03 2016

Action:

Timing:  

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Production:

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1042 247

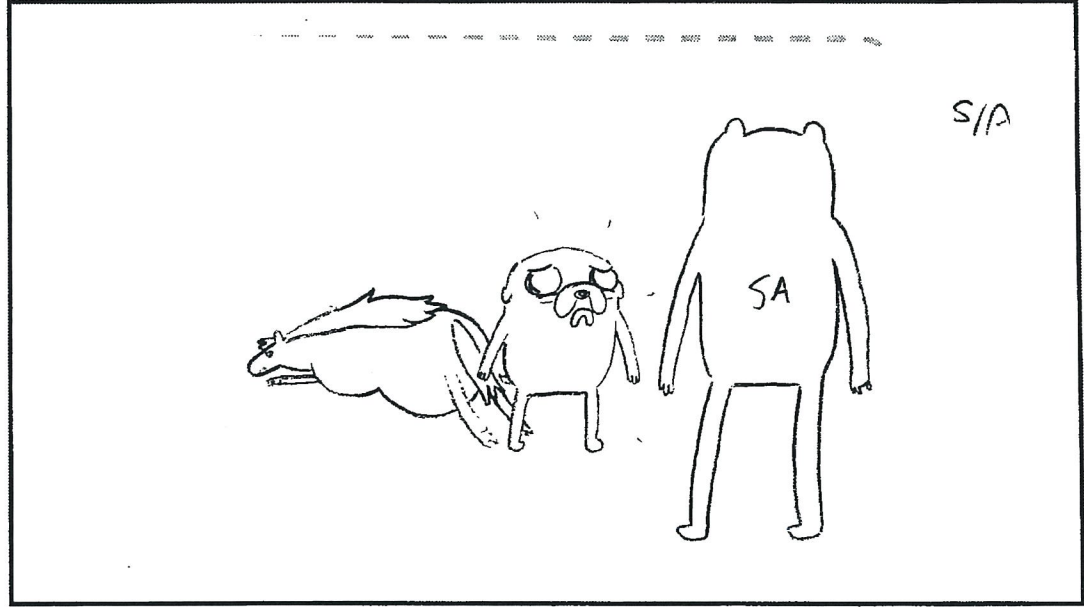
1042 247

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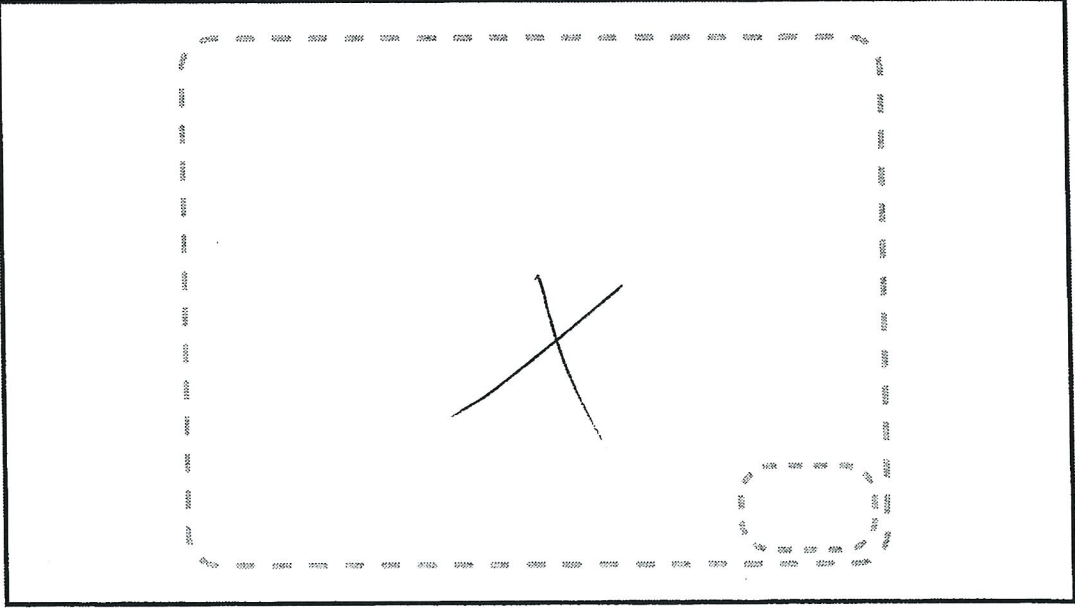
ADVENTURE TIME



Sc. **30 cont** Pnl. **B** Bg. day night Sc.



Pnl. Bg. day night Sc.



Dialog: **J:** Finn, THIS AIN'T GONNA WORK!

Action: **JAKE TURNS BACK TO NORMAL.**

Timing:

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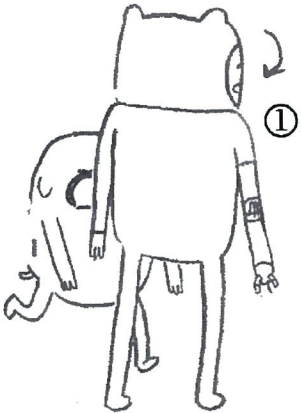
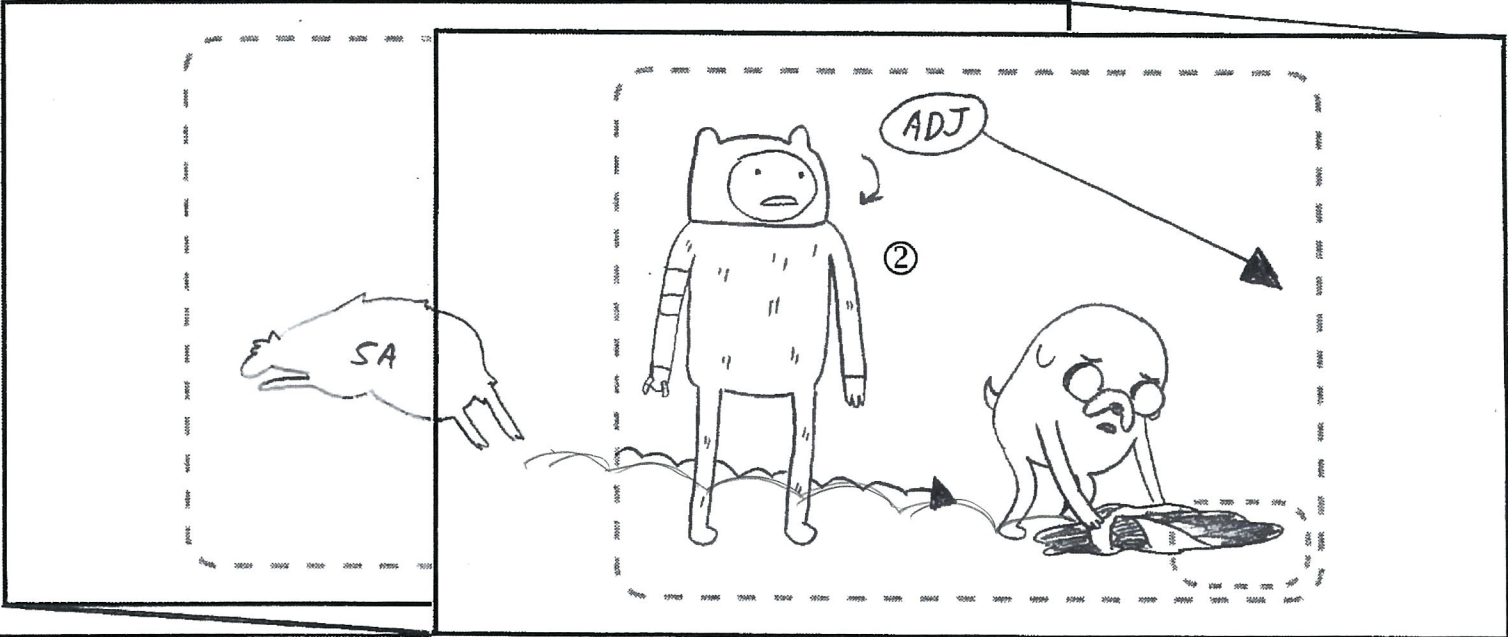


Sc. 30 cont Pnl. C

Bg. day night

Sc. Pnl.

Bg. day night



Dialog:	Jake: Not without this
Action:	- J. RUNS OVER TO BEACH BALL. - ADJ. W/JAKE.
Timing:	MAR 03 2016

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Production:

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ADVENTURE TIME



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Sc. 30 cont Pnl. D

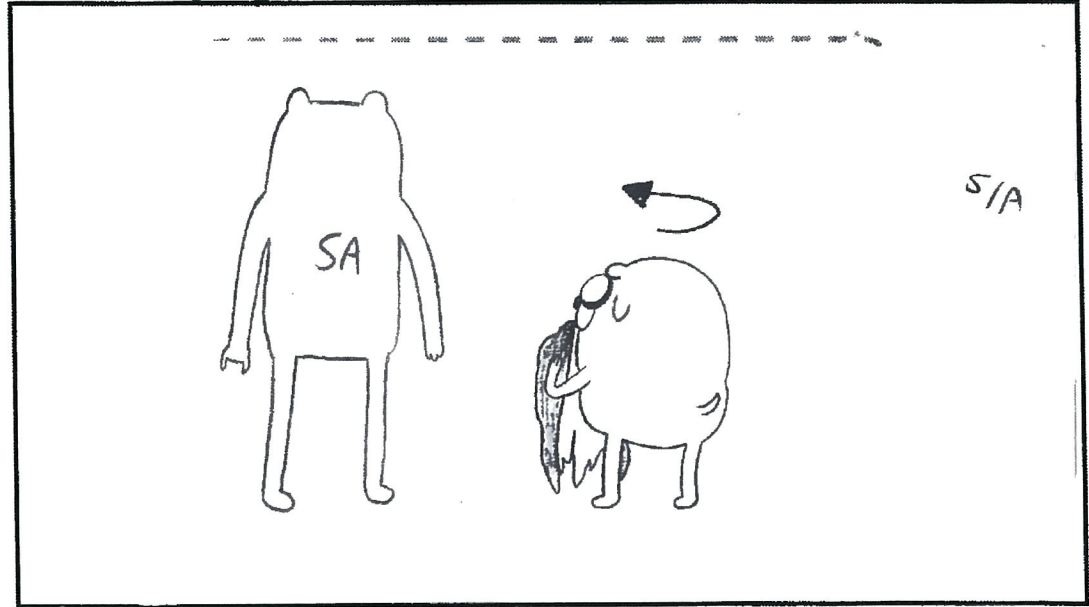
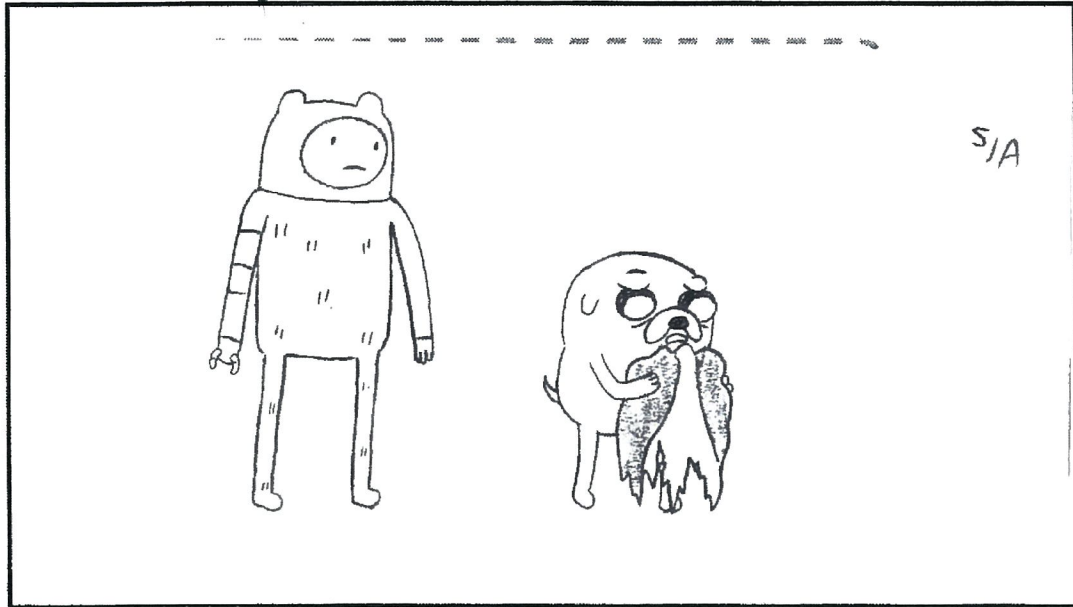
Bg.

day night

Sc. 30 cont Pnl. E

Bg.

day night



Dialog:

J: JAMES BAXTER'S AN ARTIST.

Action: - JAKE PICKS UP BEACH BALL.

- JAKE TURNS.

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Timing:

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ADVENTURE TIME



Page 58

Sc. 31

Pnl. A

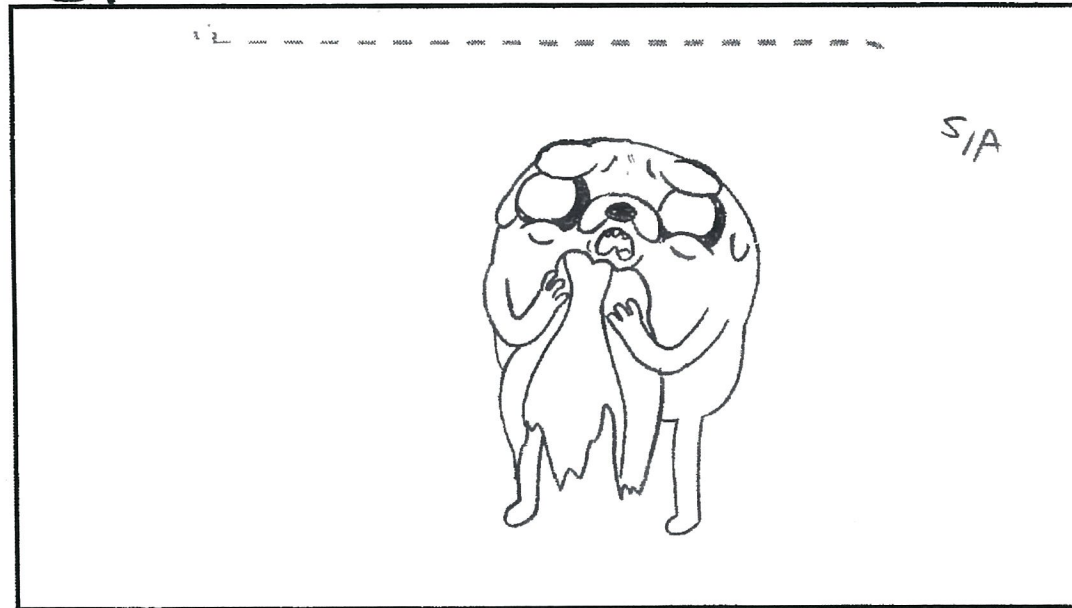
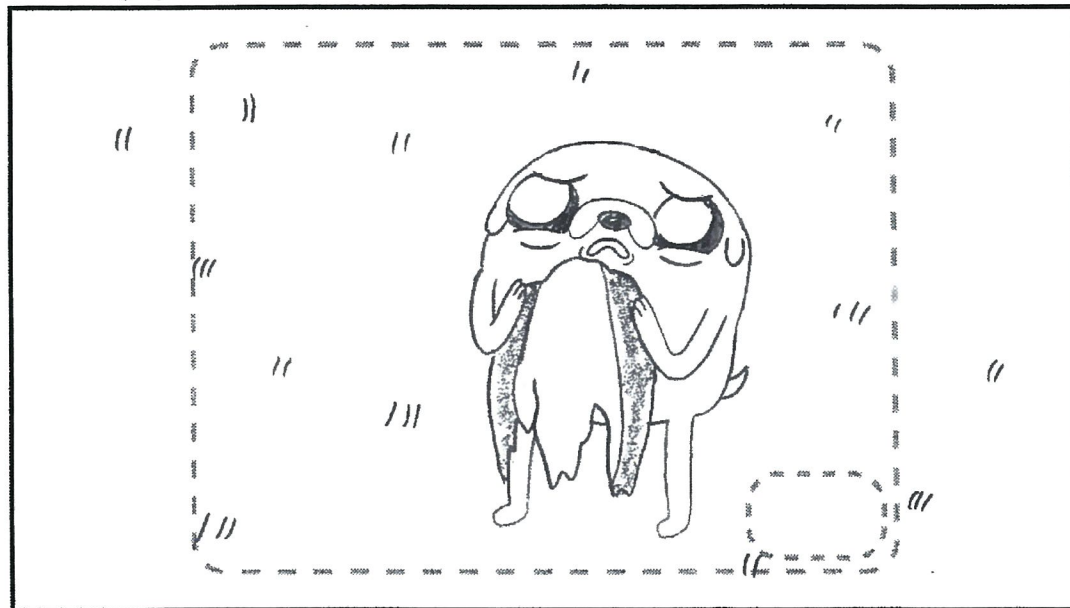
Bg.

day night

Sc. 31 CONT Pnl. B

Bg.

day night



Dialog:

J: HE NEEDS THE PROPER EQUIPMENT
TO WORK!

Action:

MAR 03 2016

Timing:

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Production:

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ADVENTURE TIME



Sc. 32 Pnl. A Bg. day night

Sc. 32 *cont* Pnl. B Bg. day night

Dialog:	<p><u>J</u>: AND IF WE DON'T HELP HIM... NO ONE WILL BE HAPPY EVER AGAIN!</p> <p><u>B</u>: OH NO!</p>
Action:	<p>-BMO RUNS ON/S</p>
Timing:	<p>MAR 03 2016</p>

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ADVENTURE TIME



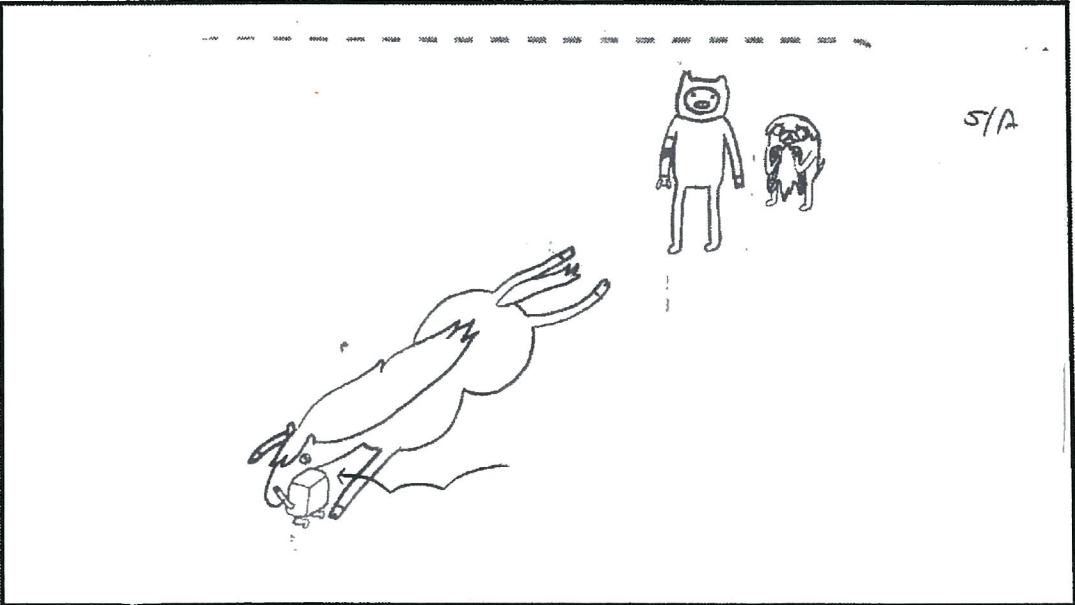
NO SC 34

Page 60

Sc. 32 cont Pnl. C

Bg.

day night

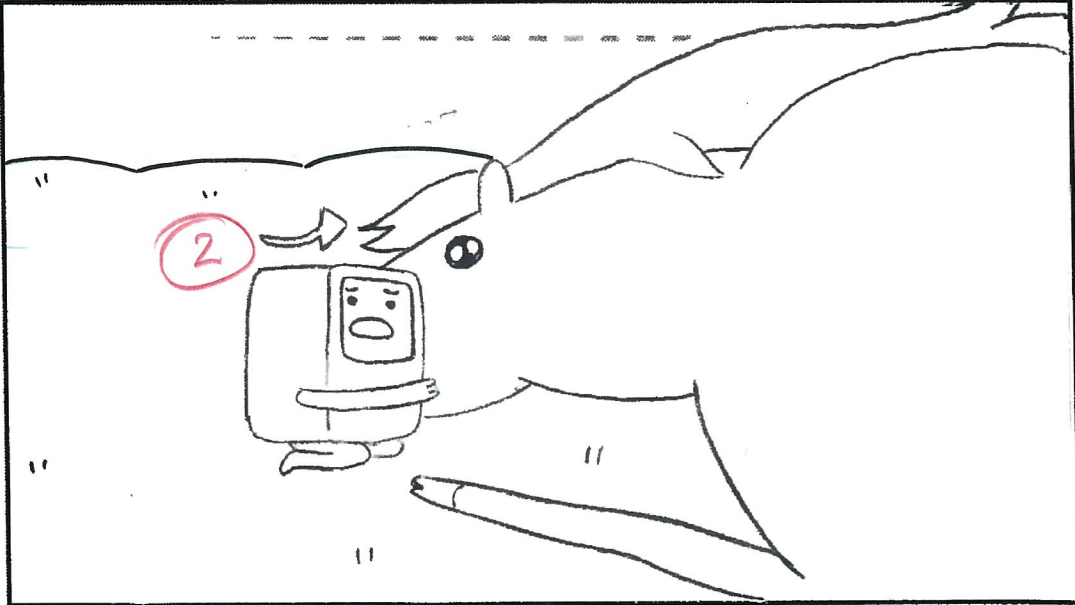


Sc. 33

Pnl. A

Bg.

day night

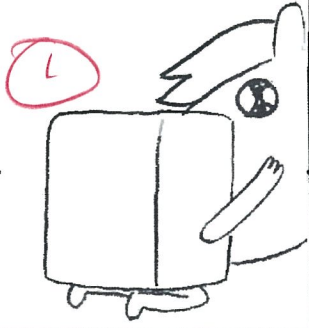


Dialog: B: Poor James!

B: WE HAVE TO SAVE THIS PRECIOUS UNICORN!

Action: BMO HUGS JAMES BAXTER.

- BMO TURNS.



Timing:

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Production:

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(NO. 247)

ADVENTURE TIME



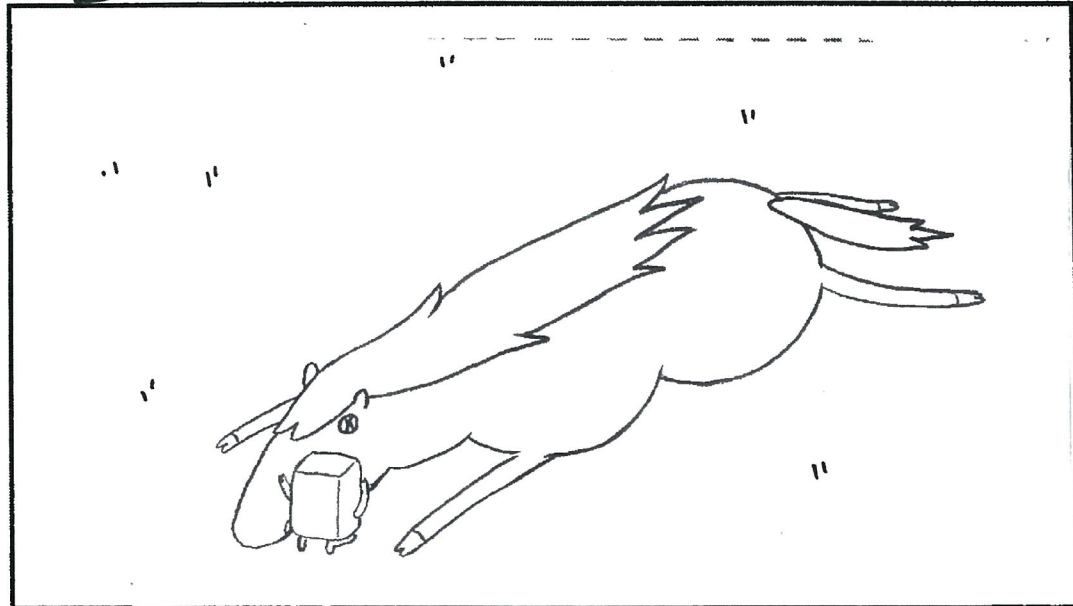
Page 61

Sc. 35

Pnl. A

Bg.

day night



Sc. 35 cont

Pnl. B

Bg.

day night



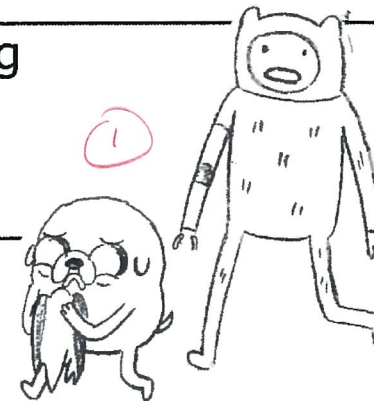
Dialog:

J: C'MON BMO, YOU'RE GOING WITH ME.

Action:

- JAKE + FINN QUICKLY WALK ON/S.

Timing:



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Production:

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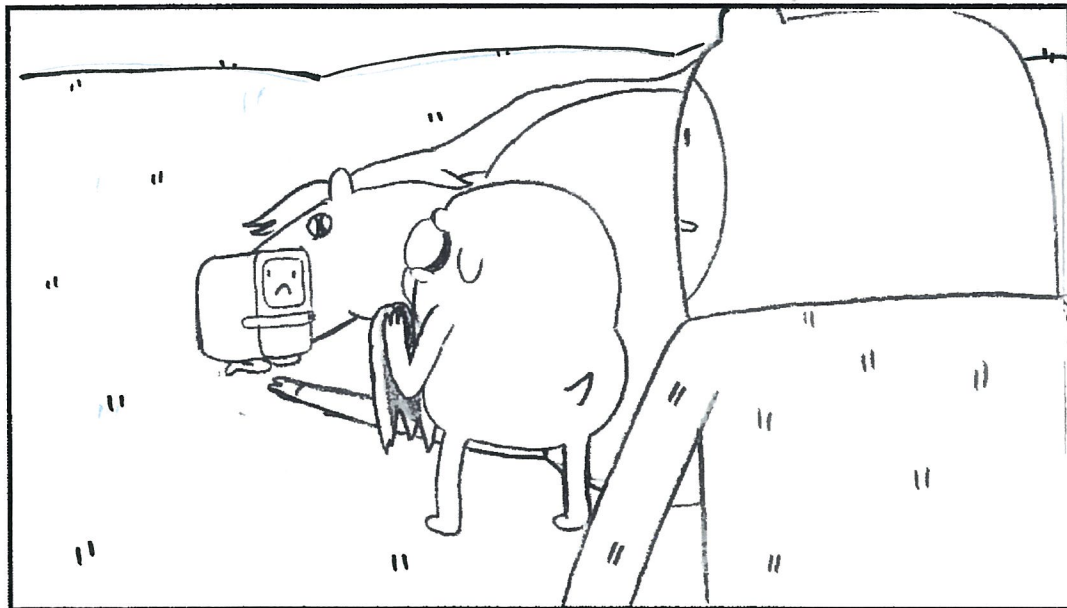
1042 247

ADVENTURE TIME



Page 62

Sc. 36 Pnl. A Bg. day night



Sc. 36 cont Pnl. B Bg. day night



Dialog: J: 'CAUSE YOUR SADNESS IS NOT GOING TO HELP JAMES BAXTER. J: I'M GOING TO FIND A PATCH FOR THIS beach BALL.

Action:

- J. TURNS TOWARDS FINN.

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Timing:

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Production:

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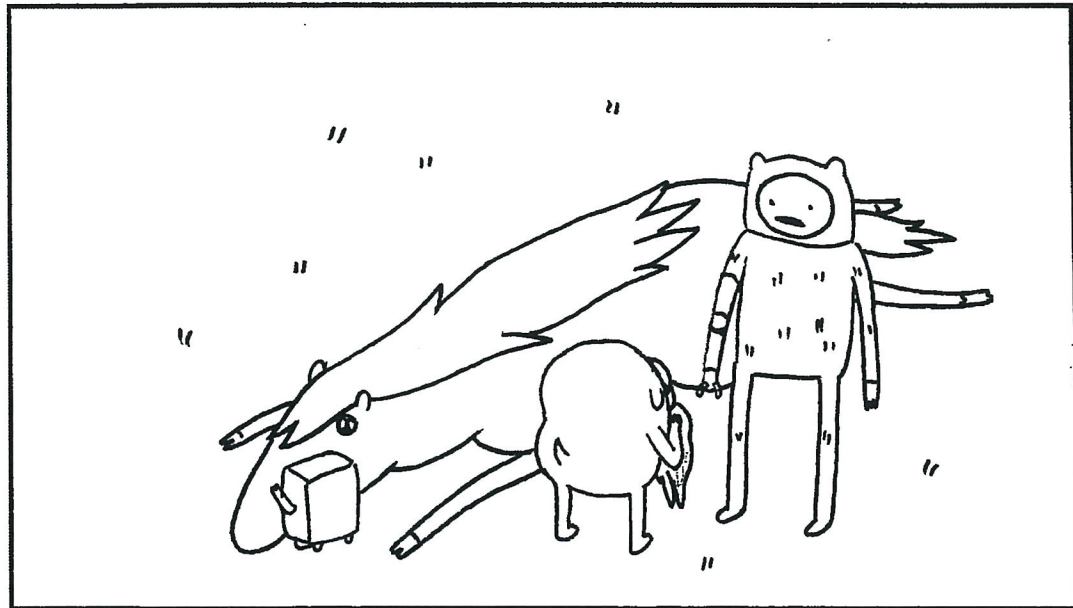
Page 63

Sc. 37

Pnl. A

Bg.

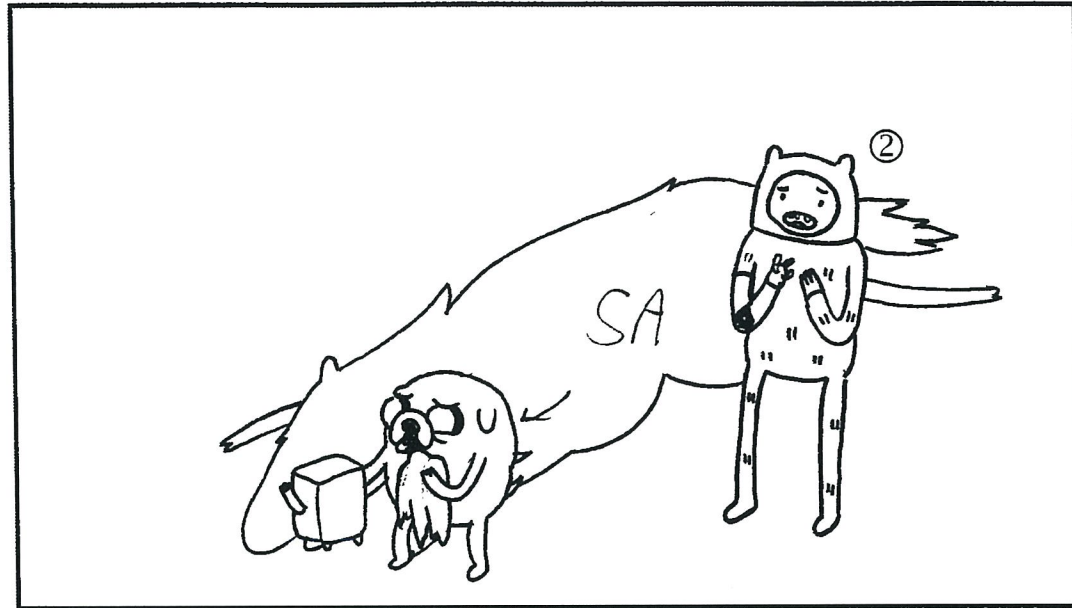
day night



Sc. 37 *cont* Pnl. B

Bg.

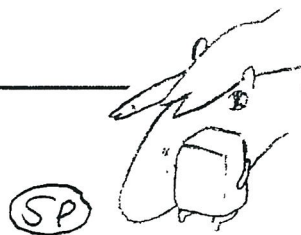
day night



Dialog:

F: UH... OKAY.

Action:



- FINN LOOKS NERVOUS.

MAR 03 2016

Timing:



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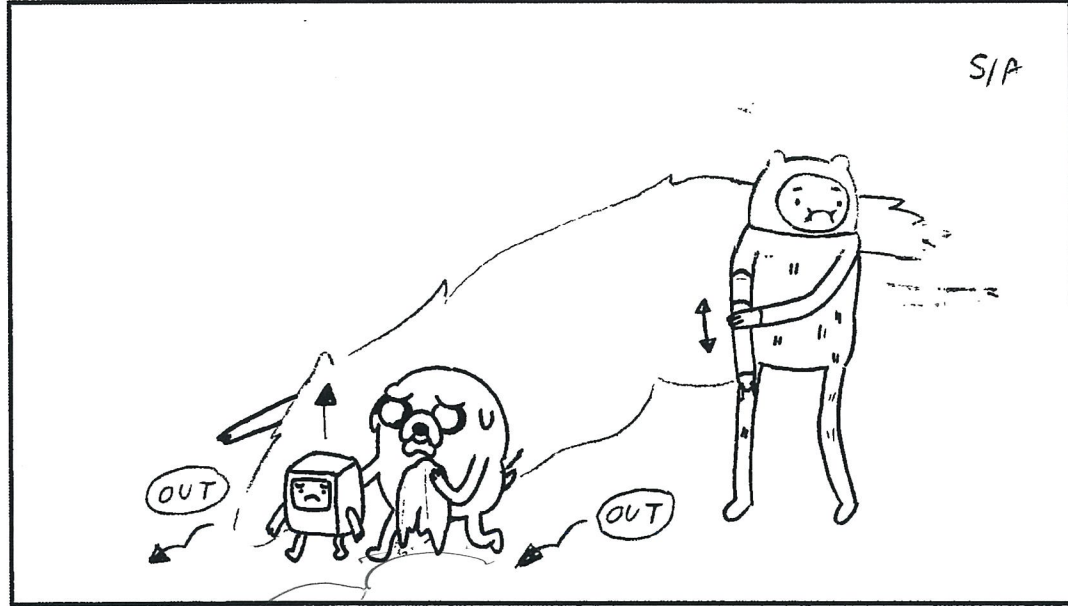


Page 64

Sc. 37 cont Pnl. C

Bg.

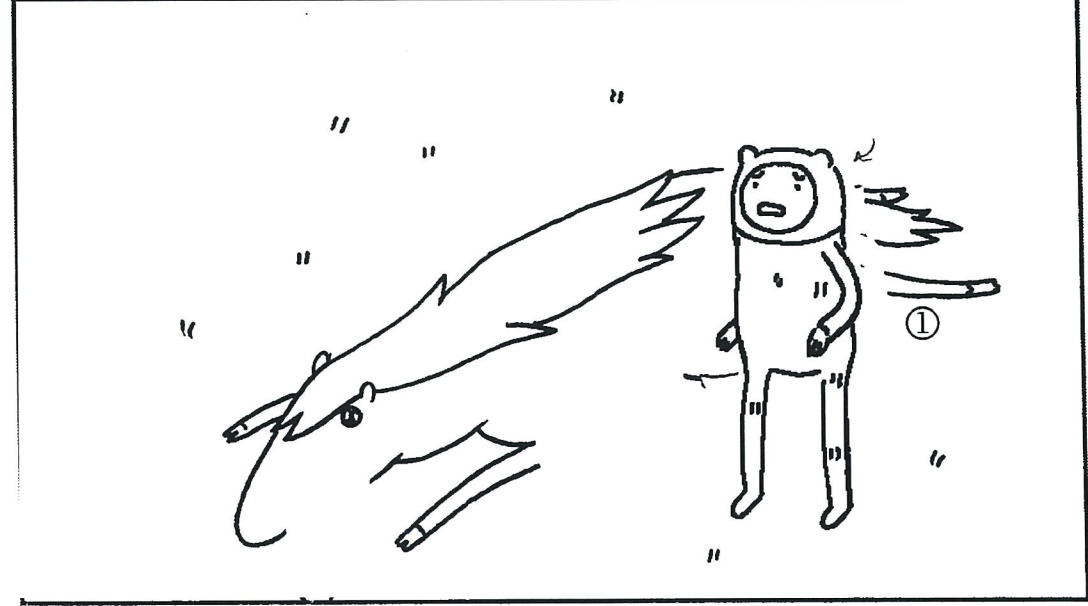
day night



Sc. 37 cont Pnl. D

Bg.

day night



Dialog:

Action: - FINN RUBS ARM.

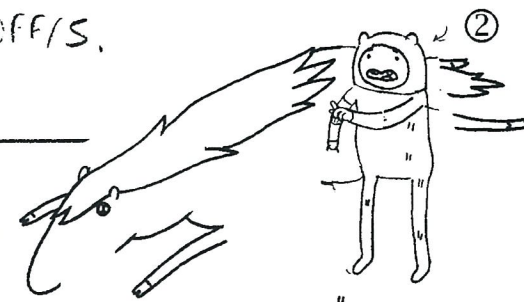
Timing:



F: I'LL WATCH OVER JAMES BAXTER!

- J. LEADS BMO OFF/S.

MAR 03 2016



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Production:

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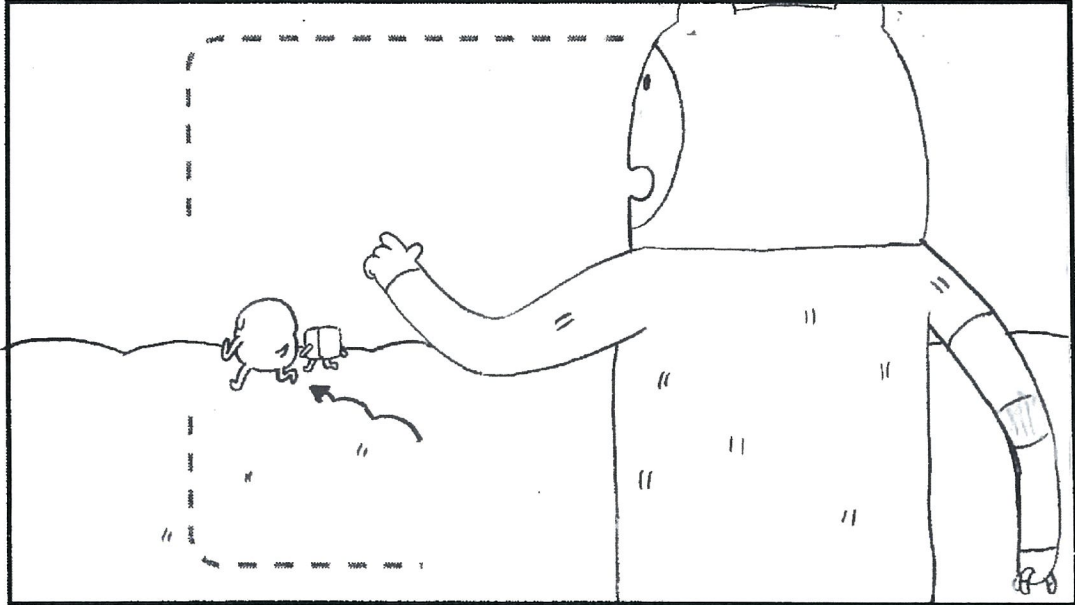
1042 247

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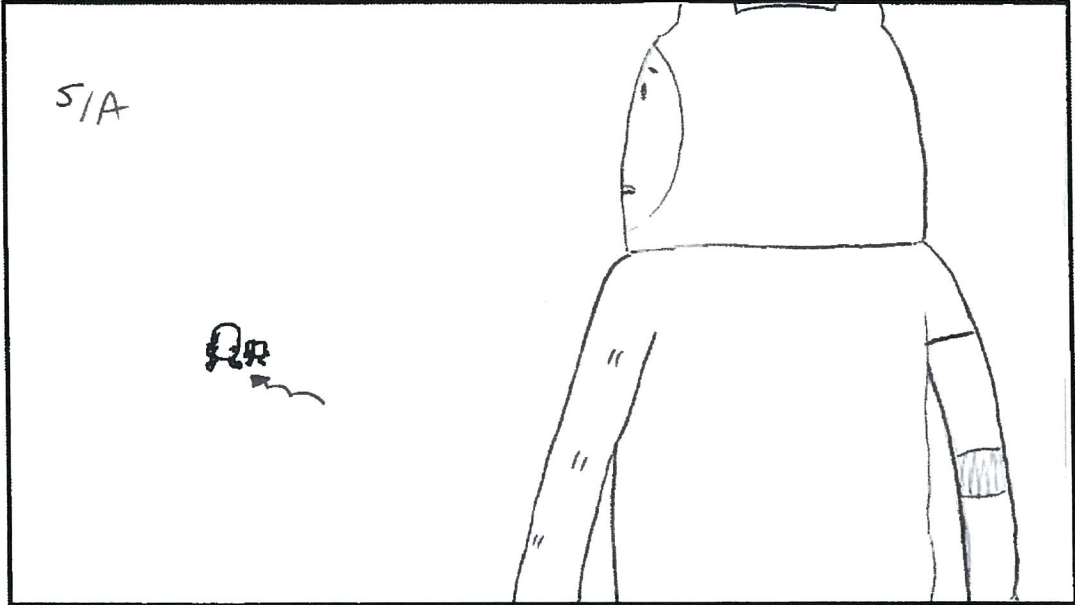
ADVENTURE TIME



Sc. 38 Pnl. A Bg. day night



Sc. 38 cont Pnl. B Bg. day night



Dialog:	① TRY TO CHEER HIM UP, MAN.
Action:	- J. + BMO RUN INTO DISTANCE.
Timing:	MAR 03 2016

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ADVENTURE TIME



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Sc. 39

Pnl. A

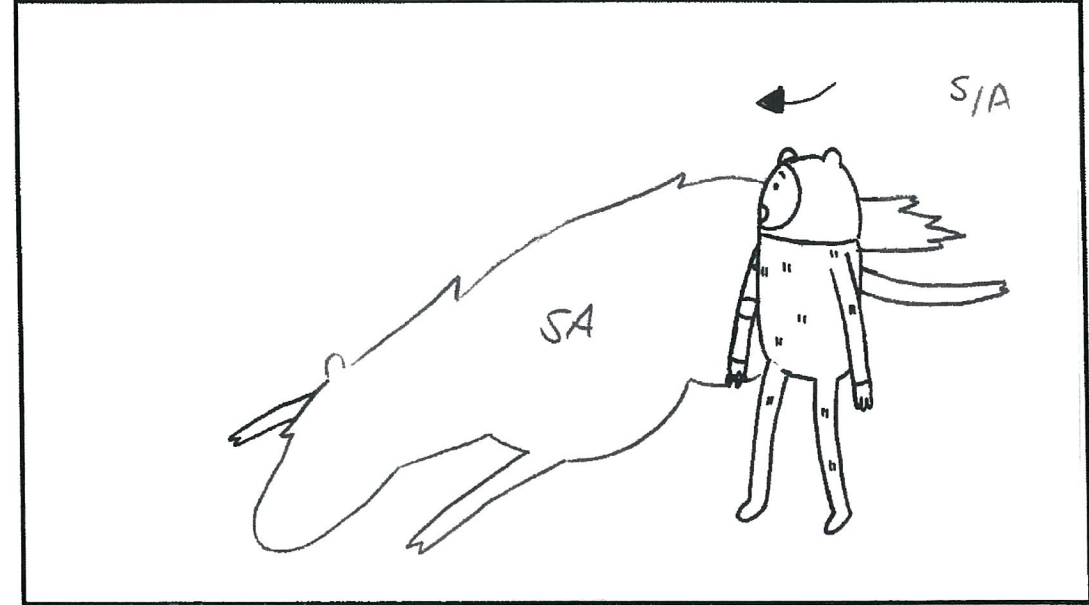
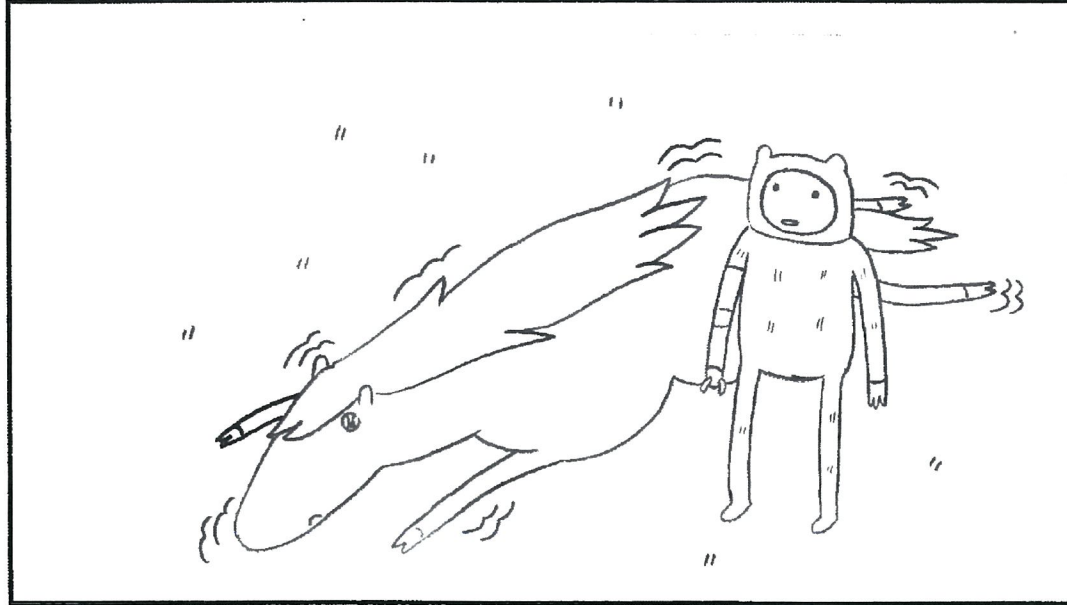
Bg.

day night

Sc. 39 *cont* Pnl. B

Bg.

day night



Dialog:

Finn: (Whispers) Cheer him up...

Action:

JB SHAKING

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Timing:

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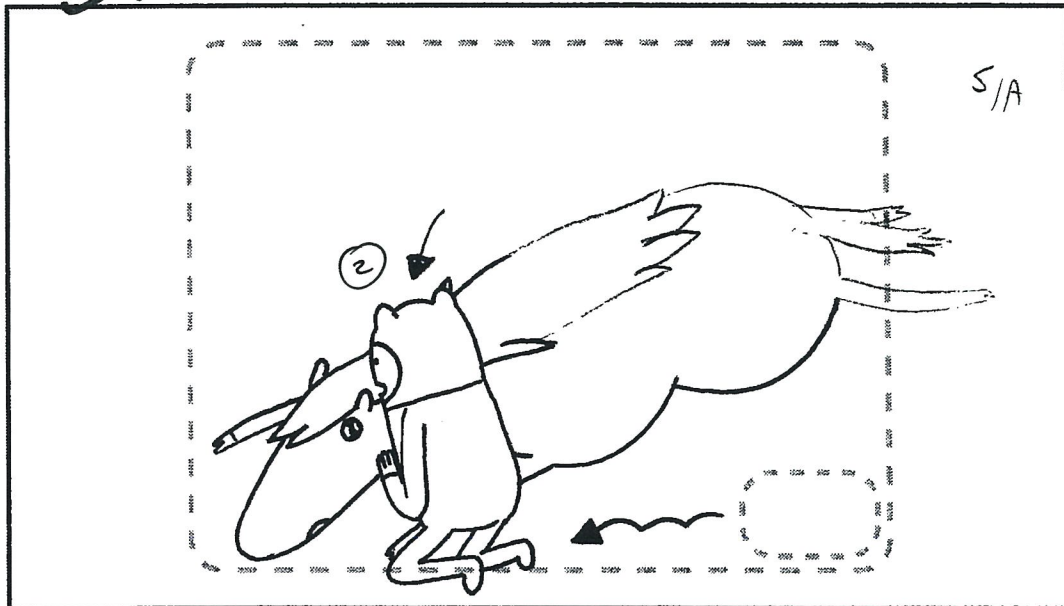


Page 67

Sc. 39 cont Pnl. C

Bg.

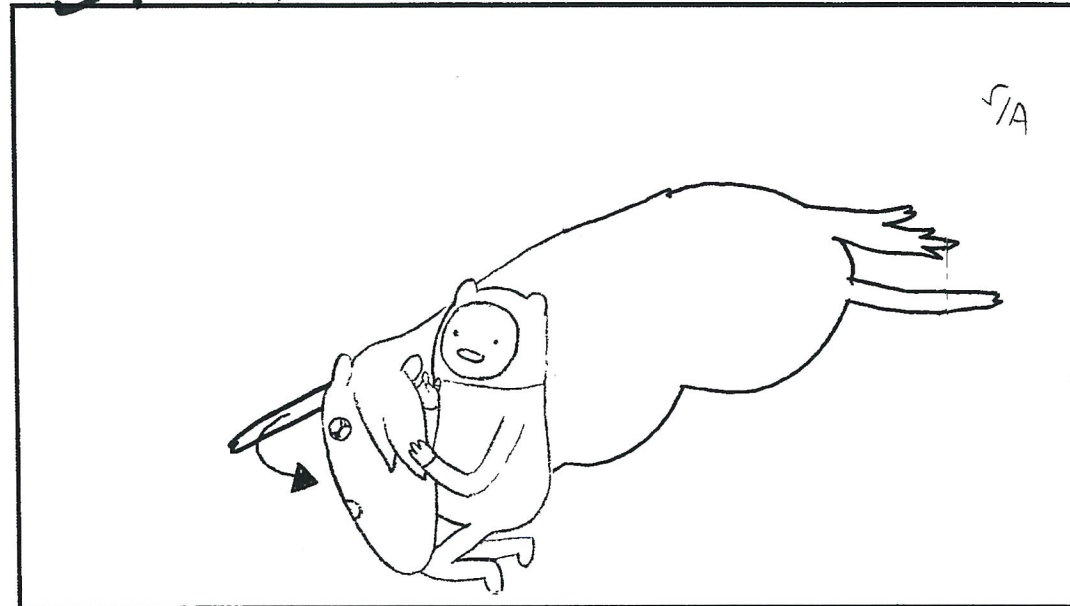
day night



Sc. 39 cont Pnl. D

Bg.

day night



Dialog:

Action:

Timing:



F: JAMES, Uh, I mean, Mr. Baxter
CAN YOU WALK?

MAR 03 2016

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Production:

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ADVENTURE TIME

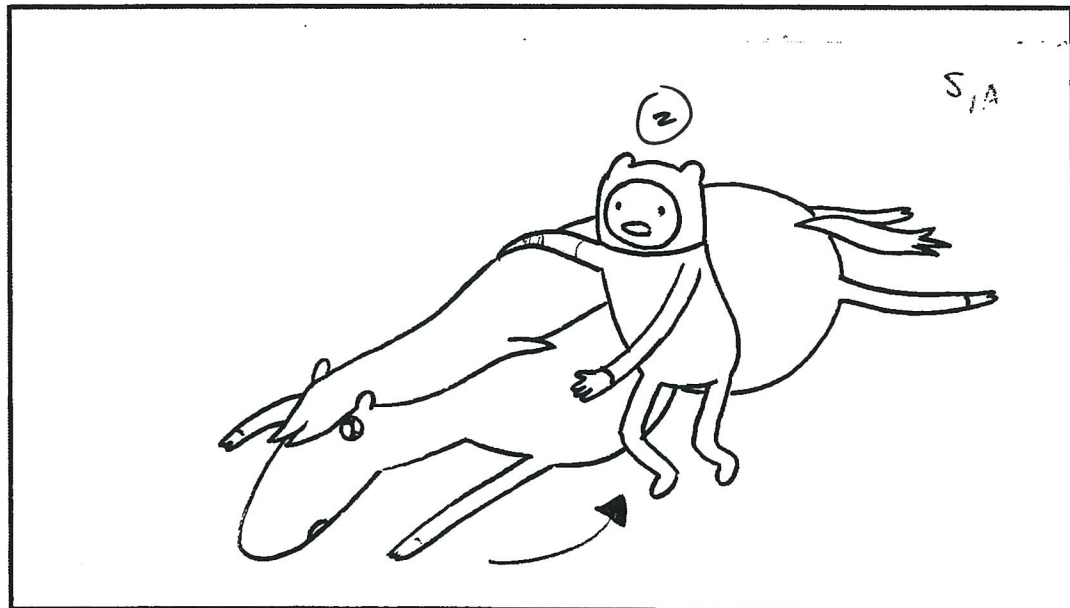


Page 68

Sc. 39 cont Pnl. E

Bg.

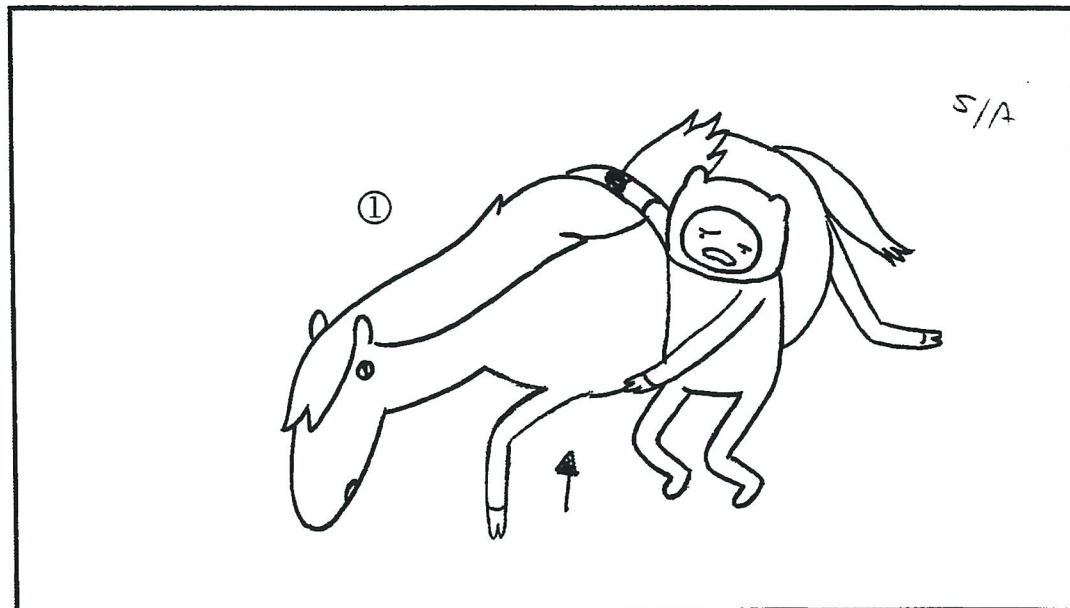
day night



Sc. 39 cont Pnl. F

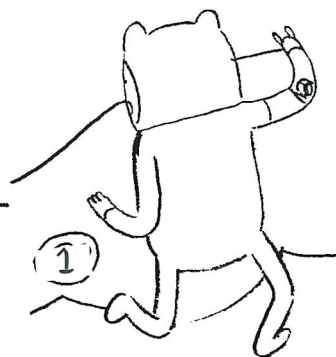
Bg.

day night



Dialog: F: DON'T WORRY...

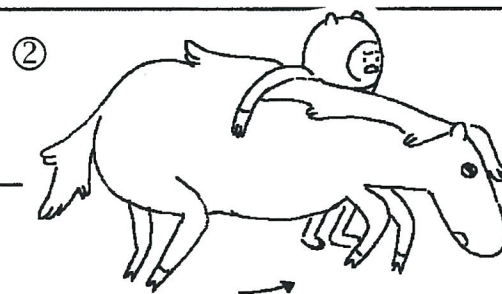
Action: FINN PUTS HIS ARMS AROUND JAMES.



- FINN GETS JB ON HIS FEET.

MAR 03 2016

Timing:



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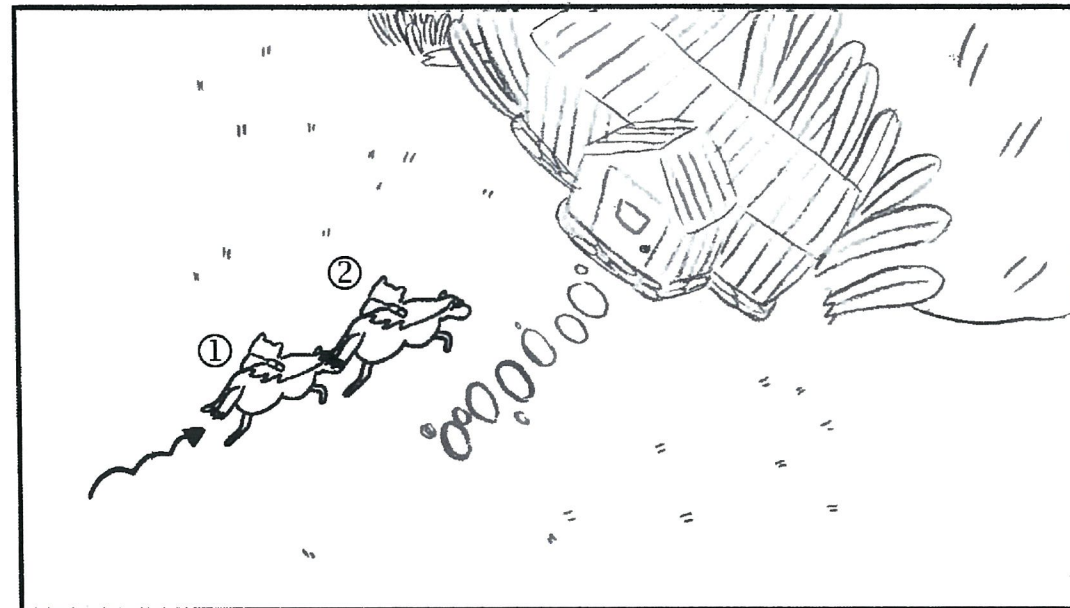
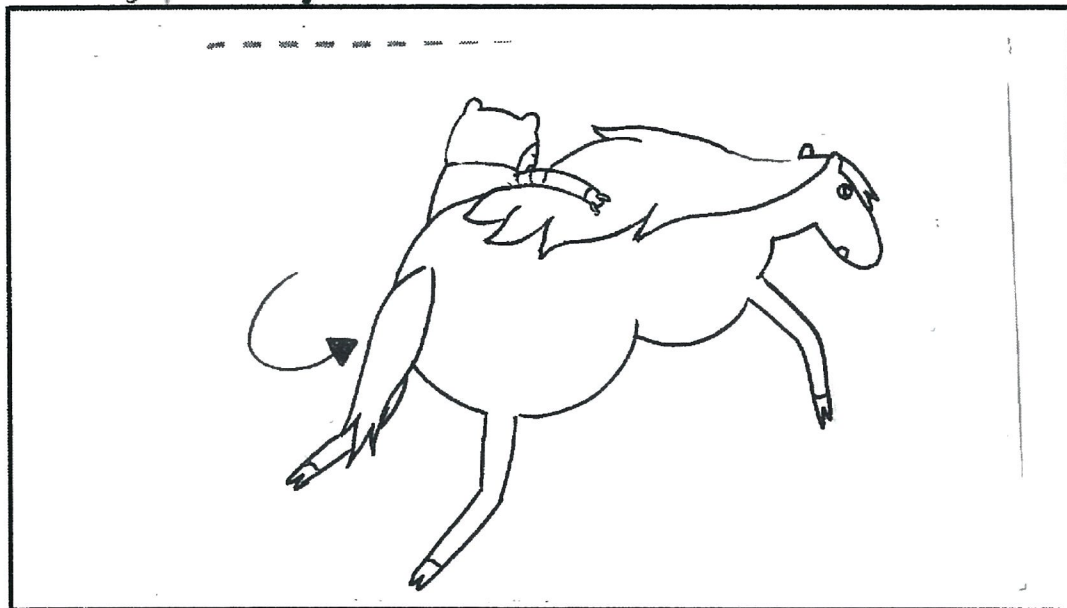


Page 69

Sc. 39 cont Pnl. G Bg.

day night Sc. 40

Pnl. A Bg. day night



Dialog:
 (F) I'LL HELP YOU...

Action:
 - F. TURNS JB AROUND.

- F. GUIDES JB AS THEY WALK.

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ADVENTURE TIME



Sc. 40 CONT Pnl. B

Bg.

day night

Sc.

Pnl.

Bg.

Page 70
70A NEXT
day night



Dialog:

Action:

FINN WALKS JB. INSIDE TREEHOUSE.

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Timing:

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ADVENTURE TIME



Page **70 A**
TIME
day light

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
41	A			

Dialog:
Action: <i>MOLES PUTTING BITS IN TREES</i>
Timing: <i>MAR 03 2015</i>

EPISODE # 1042-247

Production:

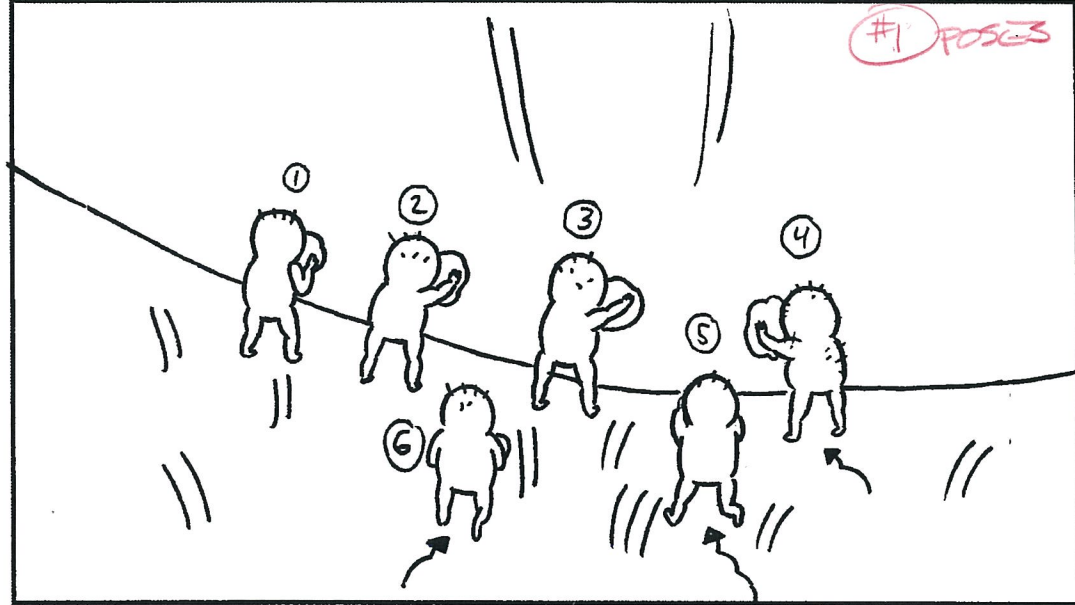
1042 247

1042 247

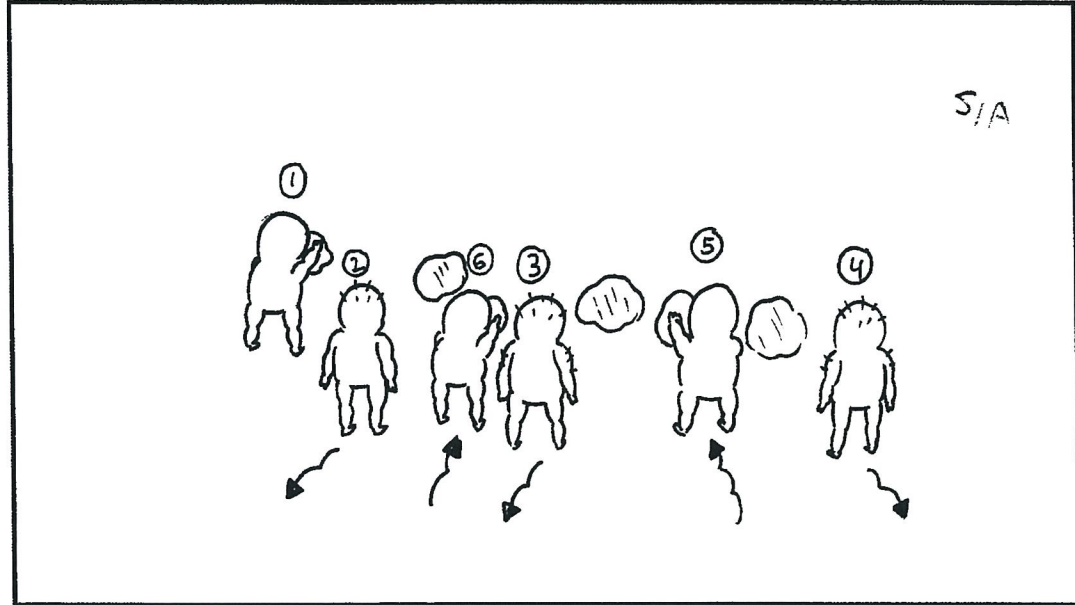
ADVENTURE TIME



Sc. 41 CONT Pnl. B Bg. day night



Sc. 41 CONT Pnl. C Bg. day night



Dialog:	
Action:	
Timing:	

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Production:

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ADVENTURE TIME



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Sc. 4/ cont Pnl. D

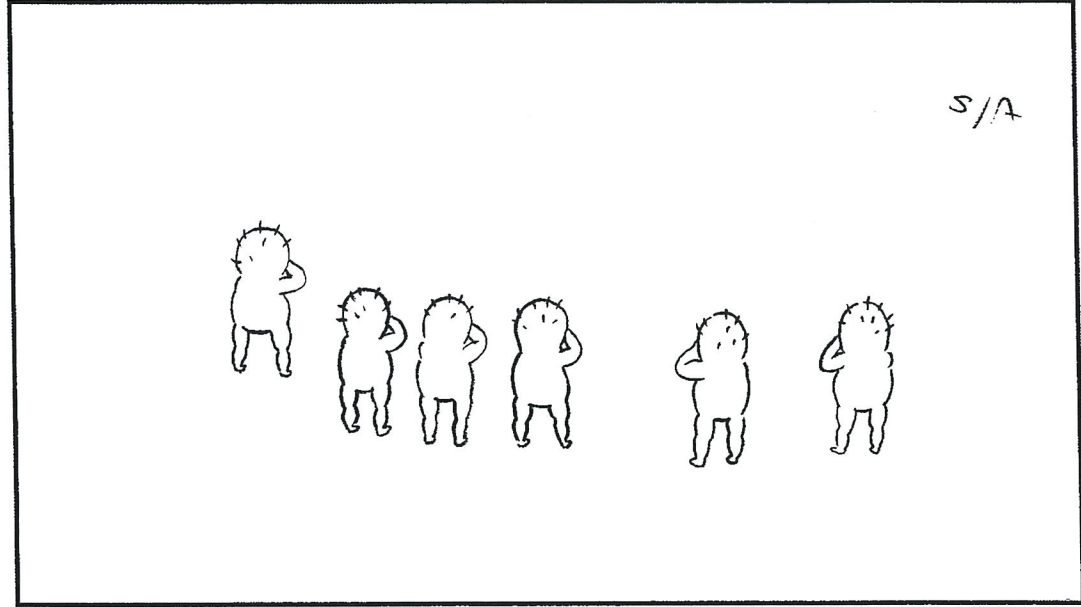
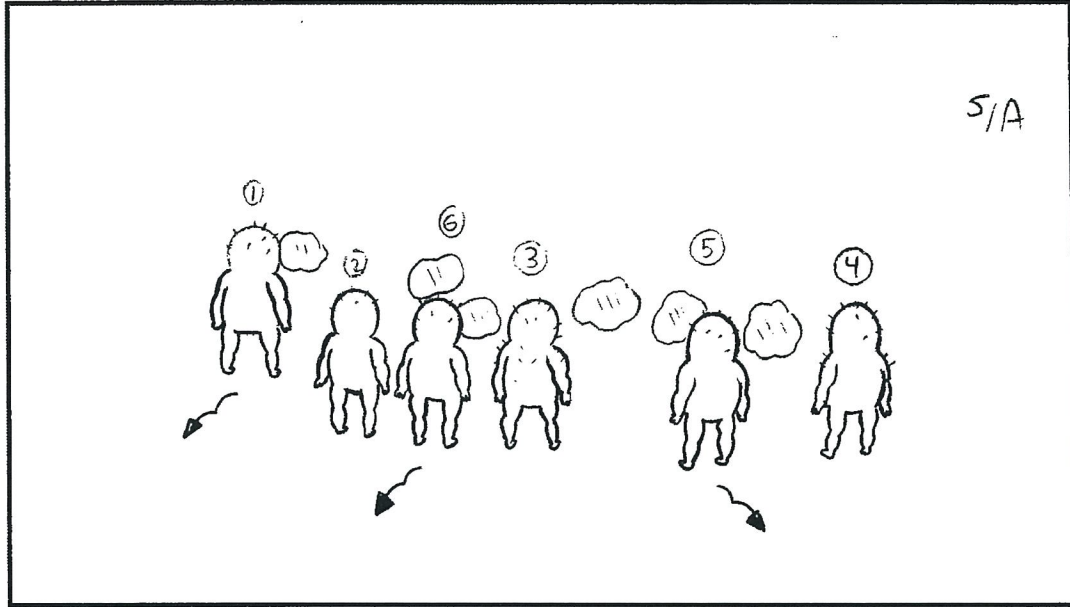
Bg.

day night

Sc. 4/ cont Pnl. E

Bg.

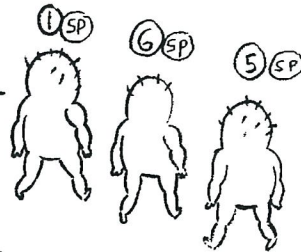
day night



Dialog:

Action:

Timing:



MOLE PEOPLE: [CRYING]

MOLES CRYING.

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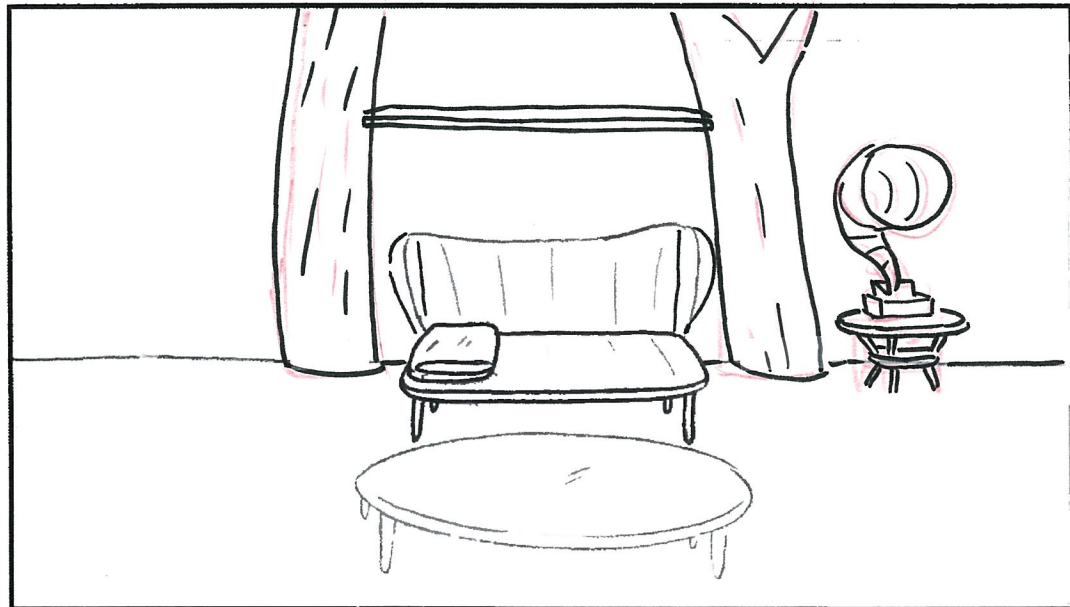
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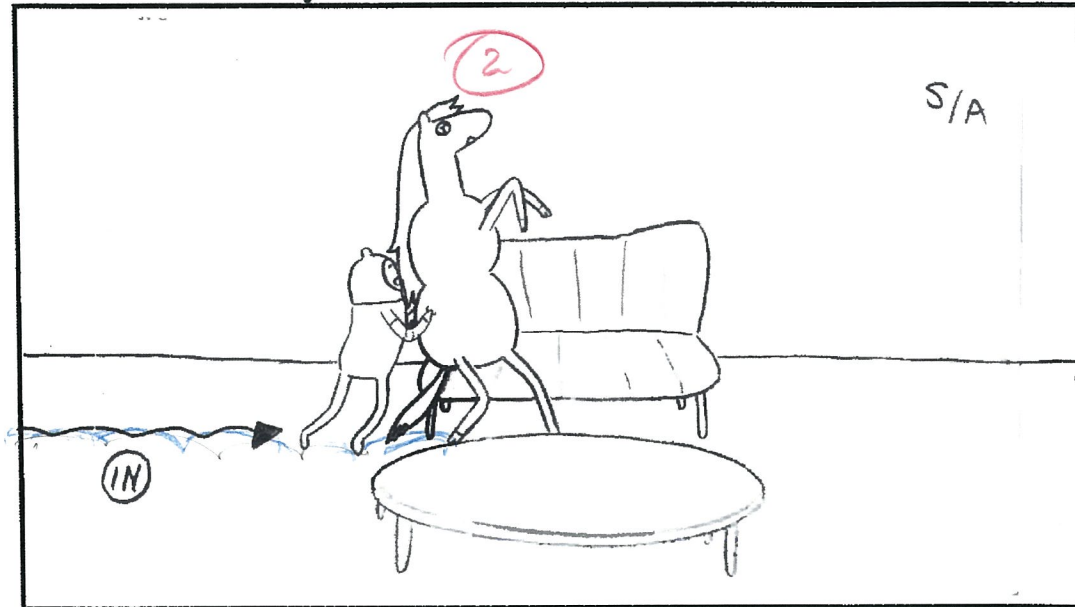


Page 73

Sc. 42 Pnl. A Bg. day night



Sc. 42 cont Pnl. B Bg. day night



Dialog:

F/ Sorry it's so cold in here Mr. Baxter.

Action:

-F. PUSHES JB ON/S,

Timing:



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ADVENTURE TIME



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Sc. 42 cont Pnl. C

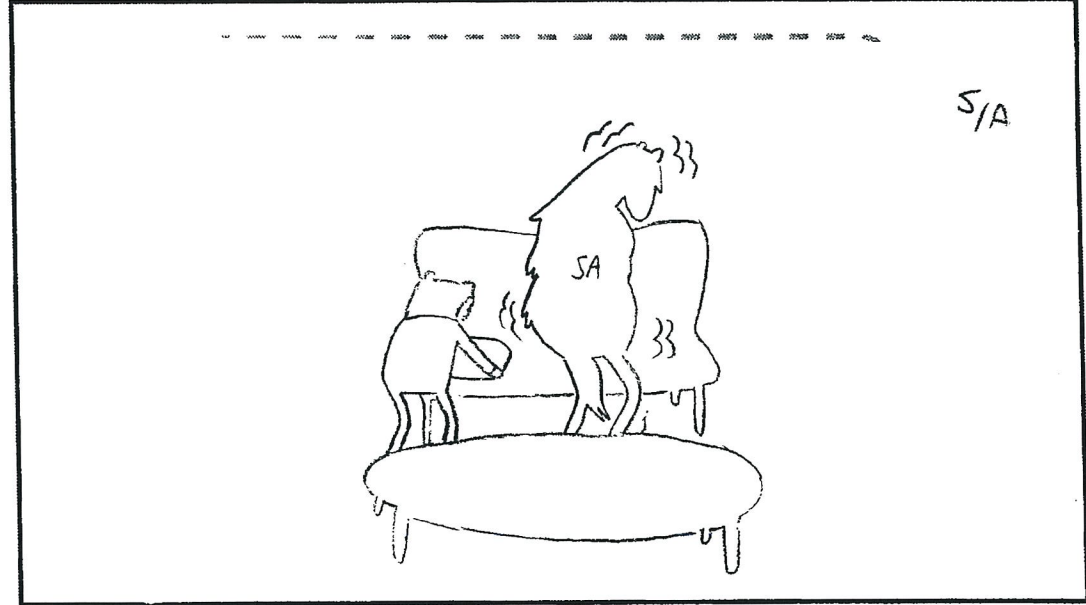
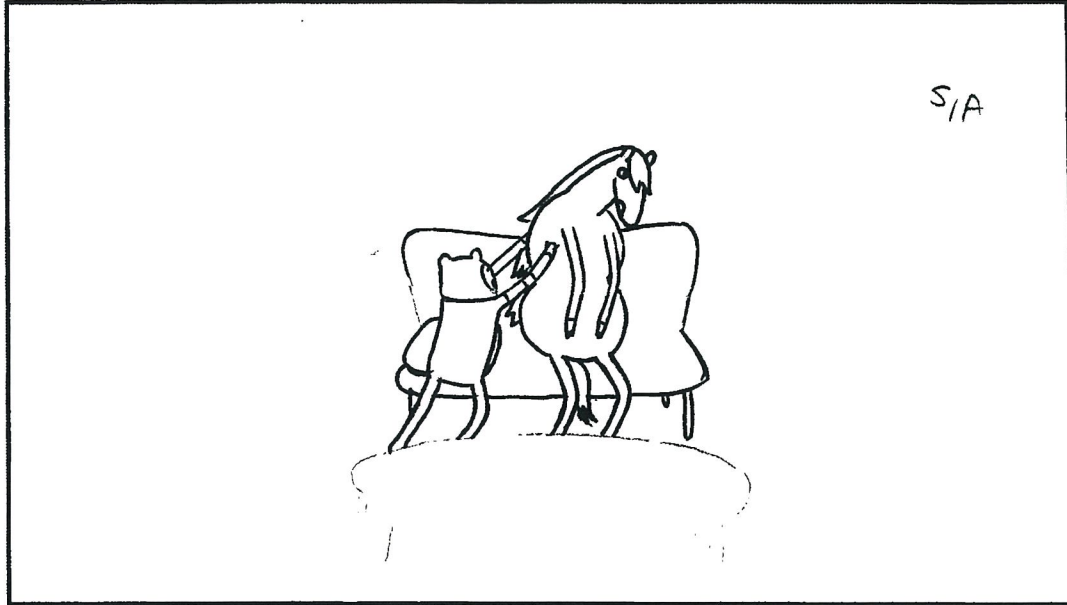
Bg.

day night

Sc. 42 cont Pnl. D

Bg.

day night



Dialog:

F: Does that - uh, does that feel better?

Action:

- F. SITS JB DOWN ON COUCH.

- JB SHAKING.

- F. GRABS FOLDED-UP BLANKET,

MAR 03 2016

Timing:

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Production:

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ADVENTURE TIME

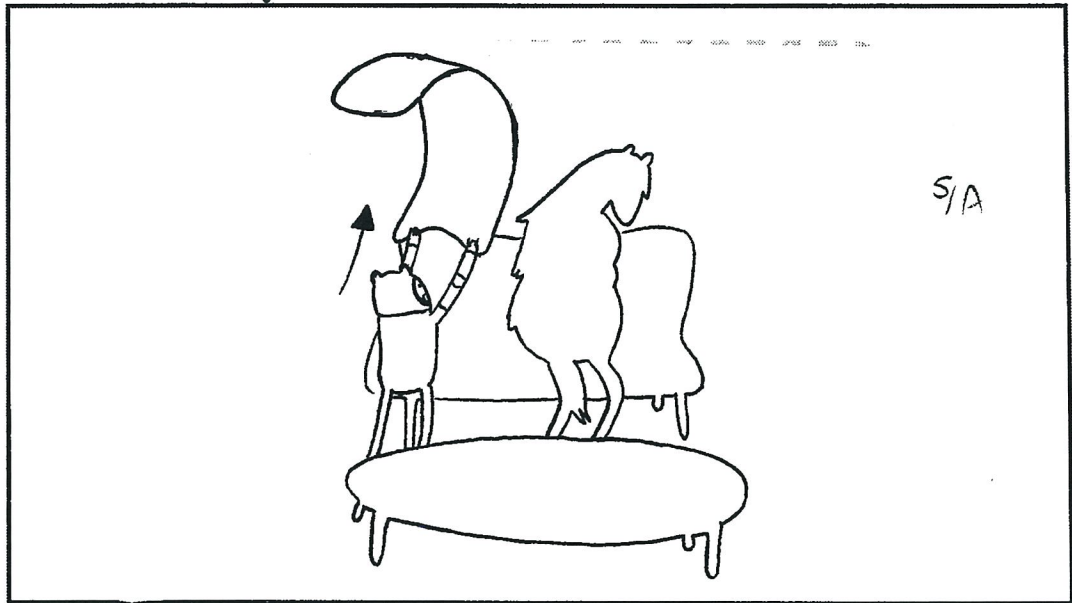


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Sc. 42 *CONT* Pnl. E

Bg.

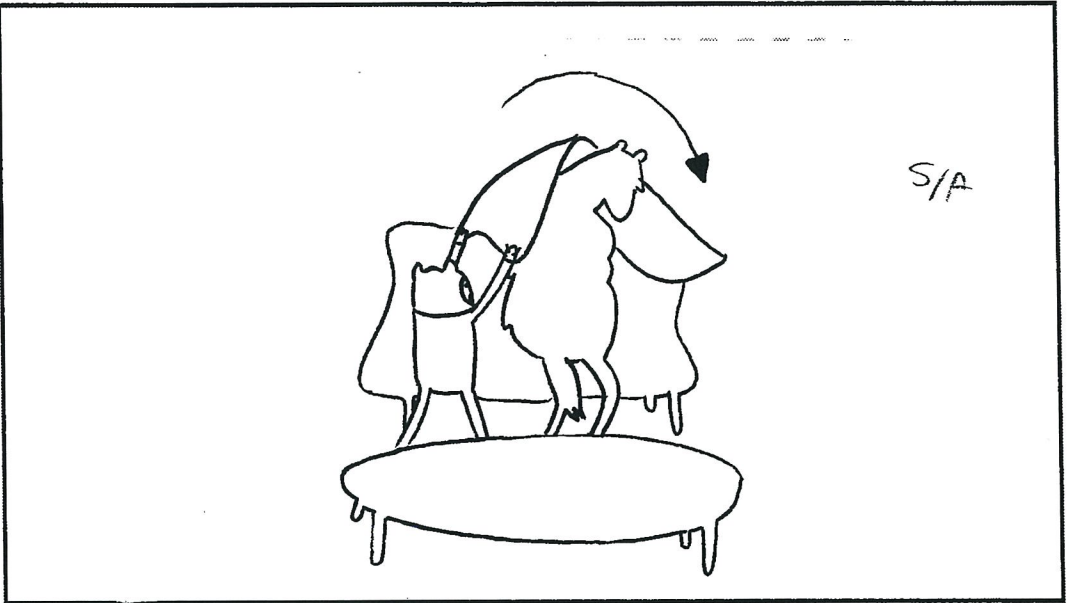
day night



Sc. 42 *CONT* Pnl. F

Bg.

day night



Dialog:
Action:
Timing:

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Production:

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ADVENTURE TIME



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Sc. 42 cont Pnl. G

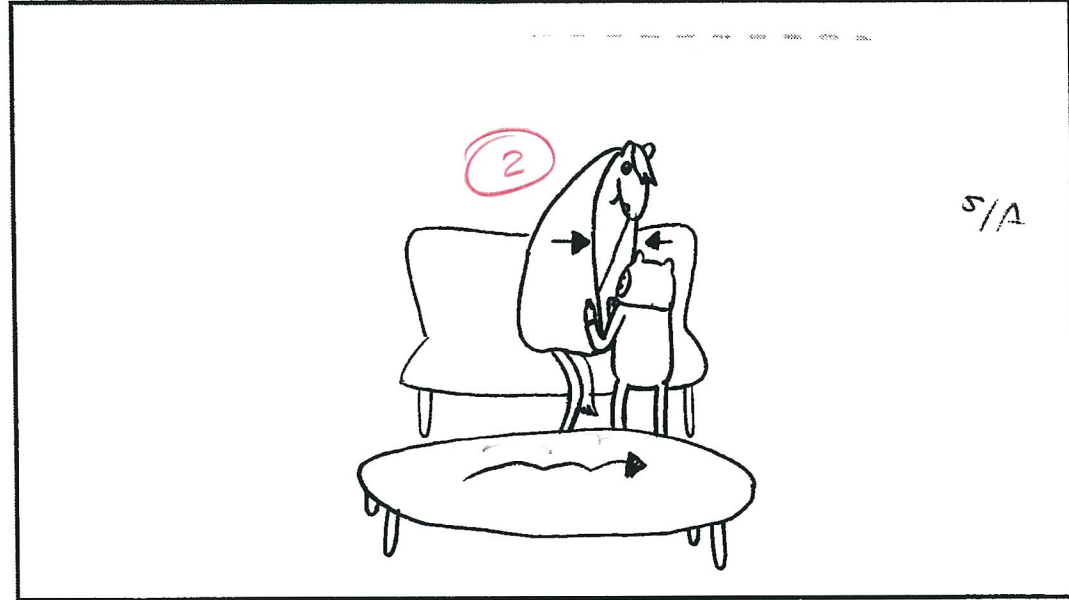
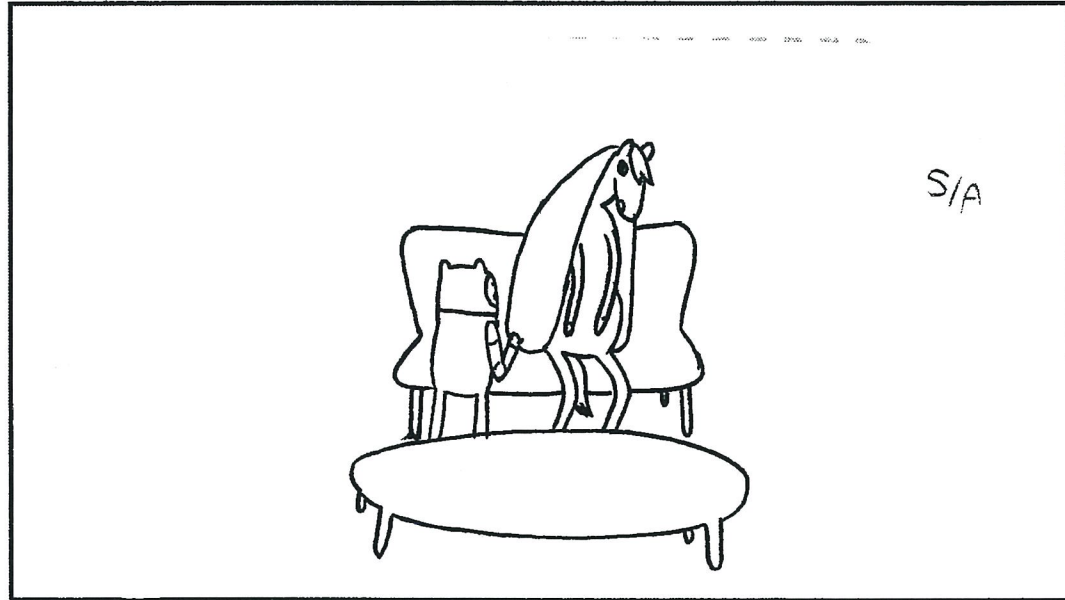
Bg.

day night

Sc. 42 cont Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

- f. CLOSSES BLANKET
AROUND JB.



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Production:

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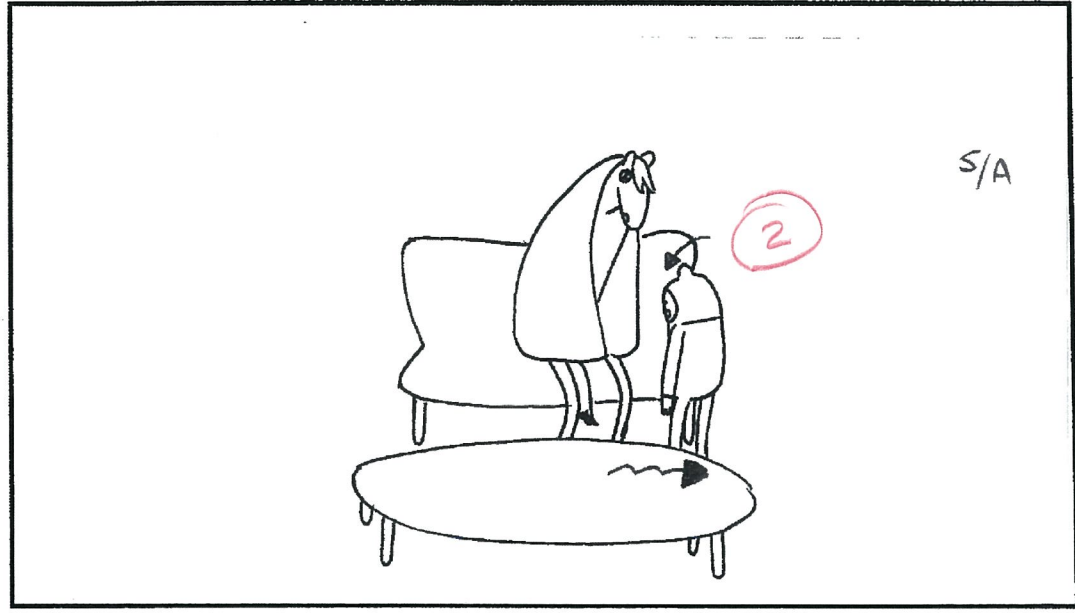
ADVENTURE TIME



Sc. 42 cont Pnl. I

Bg.

day night

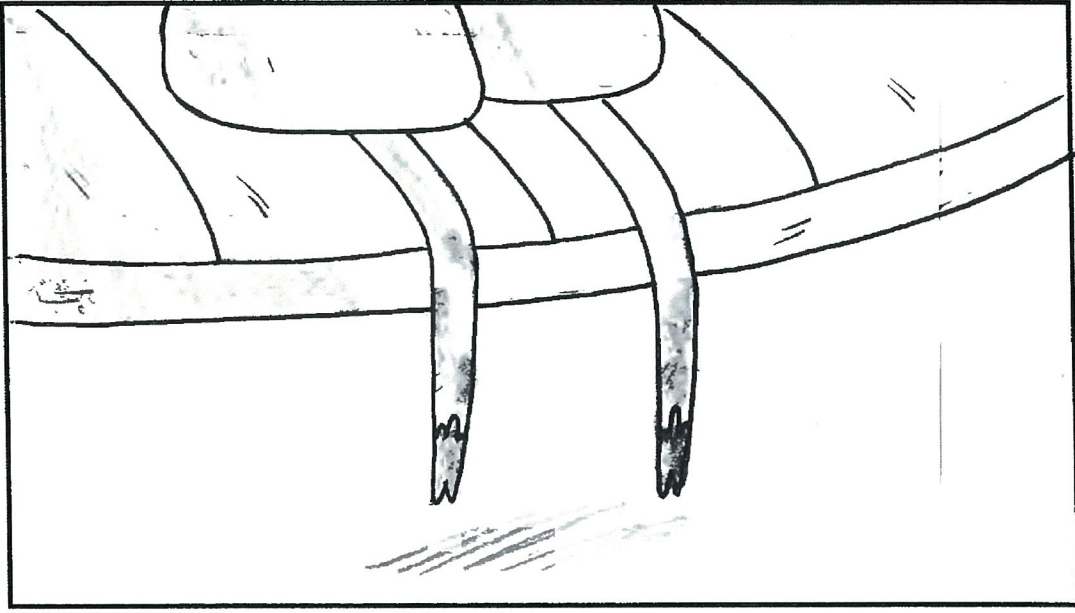


Sc. 43

Pnl. A

Bg.

day night



Dialog:	<u>F:</u> [GASP]	SP <u>1</u>	<u>F:</u> (O/S) YOUR HOOVES ARE SOILED!
Action:	FINN LOOKS DOWN. NOTICES THAT JB HAS SOILED HIS HOOVES.		
Timing:			

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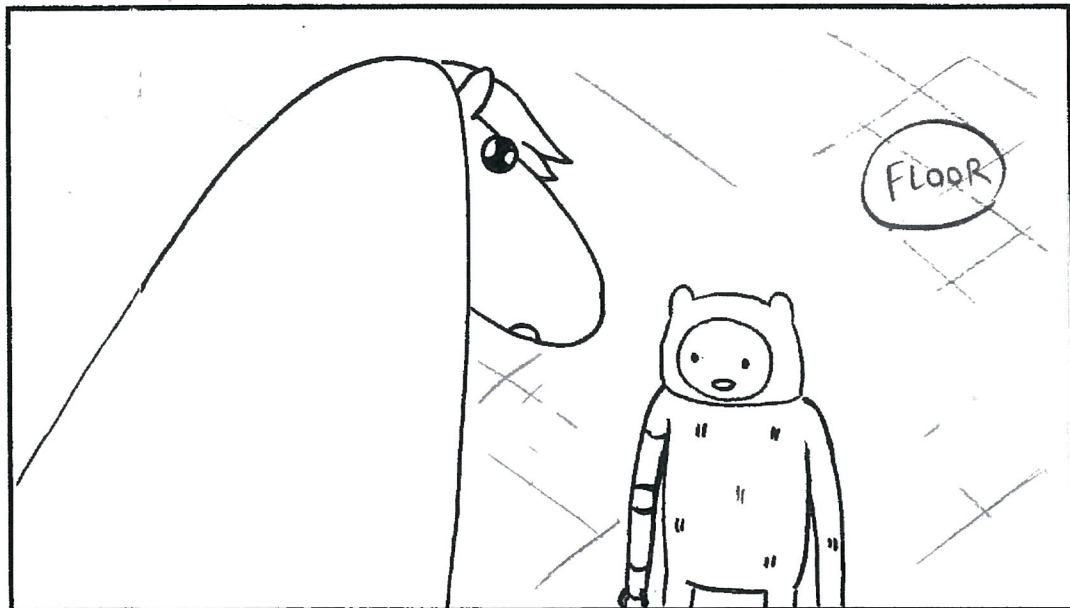
1042 247

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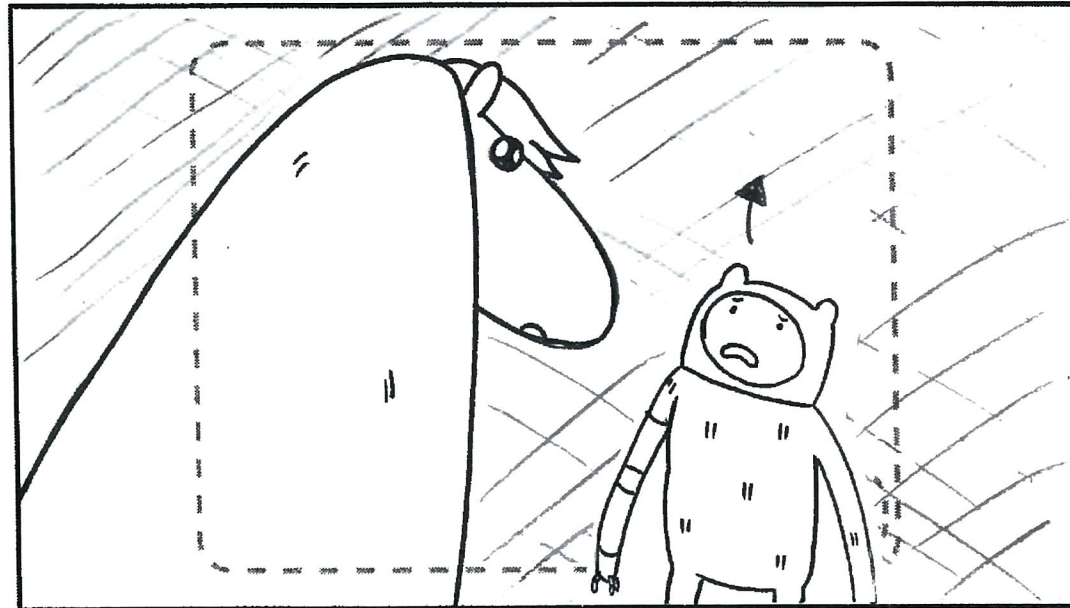


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Sc. 44 Pnl. A Bg. day night



Sc. 44 cont Pnl. B Bg. day night



Dialog:

F: I'LL BE RIGHT BACK WITH A WASH CLOTH AND herbal TEA!

Action:

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Timing:

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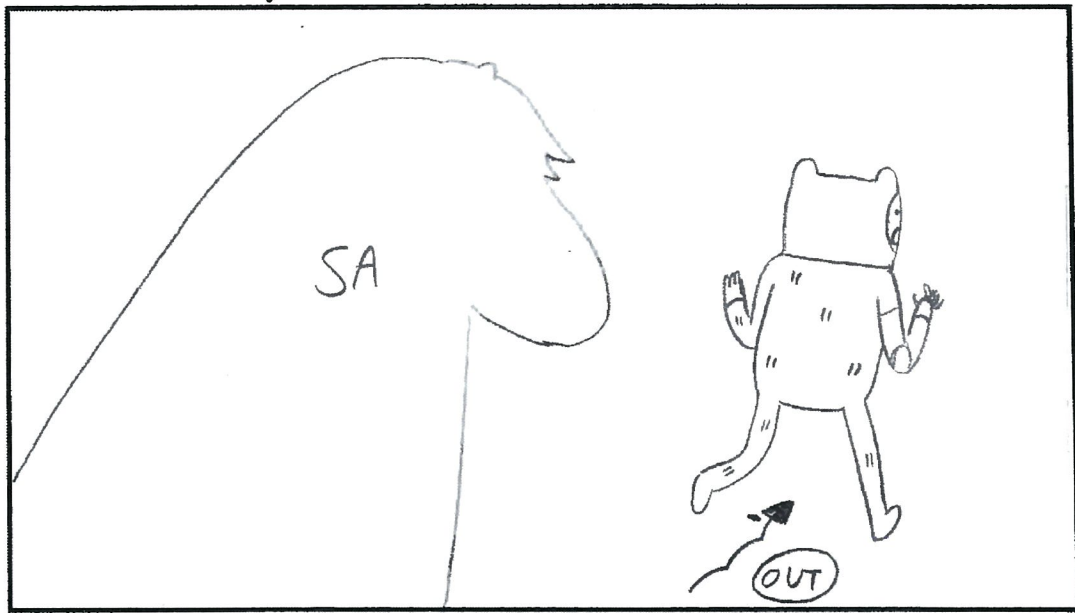


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Sc. 44 cont Pnl. C

Bg.

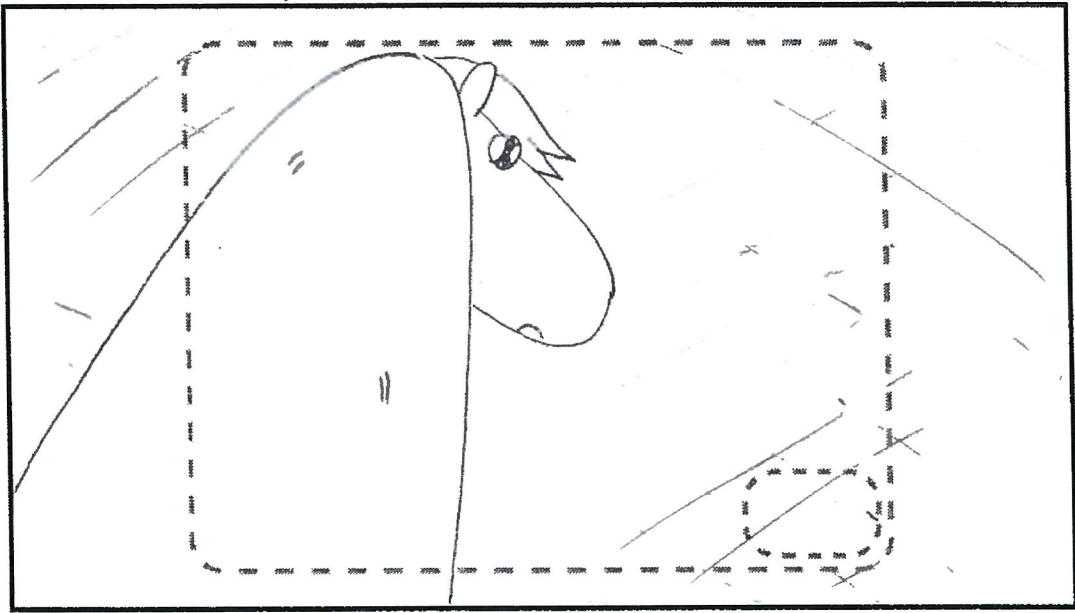
day night



Sc. 44 cont Pnl. D

Bg.

day night



Dialog:

F: YEEP YEEP!

Action:

- F. TURNS AND RUNS OFF/S.

MAR 03 2016

Timing:

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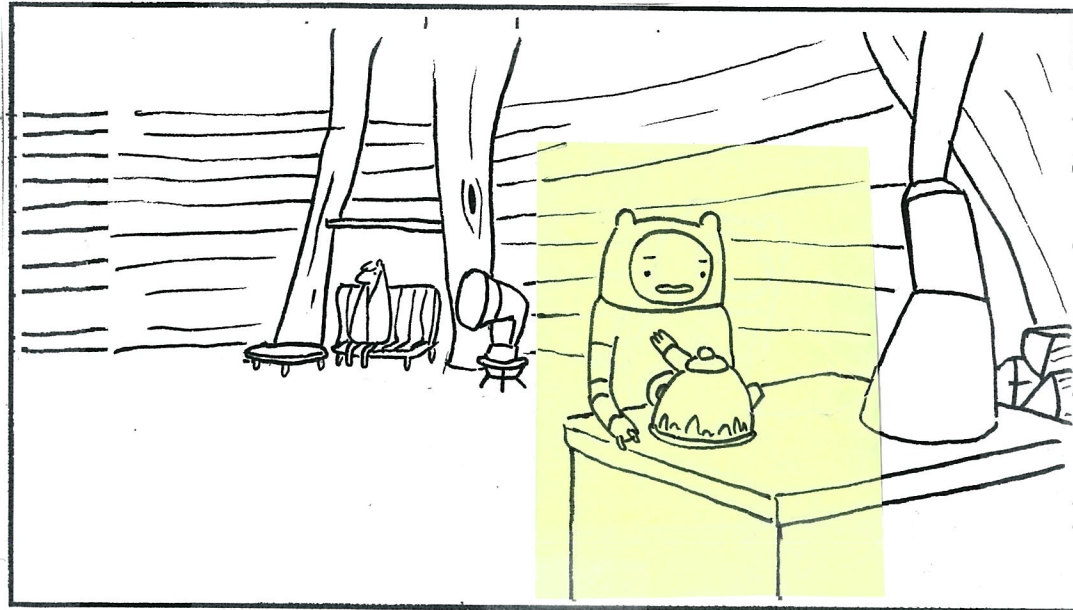


Page 80

Sc. 45 cont Pnl. A

Bg.

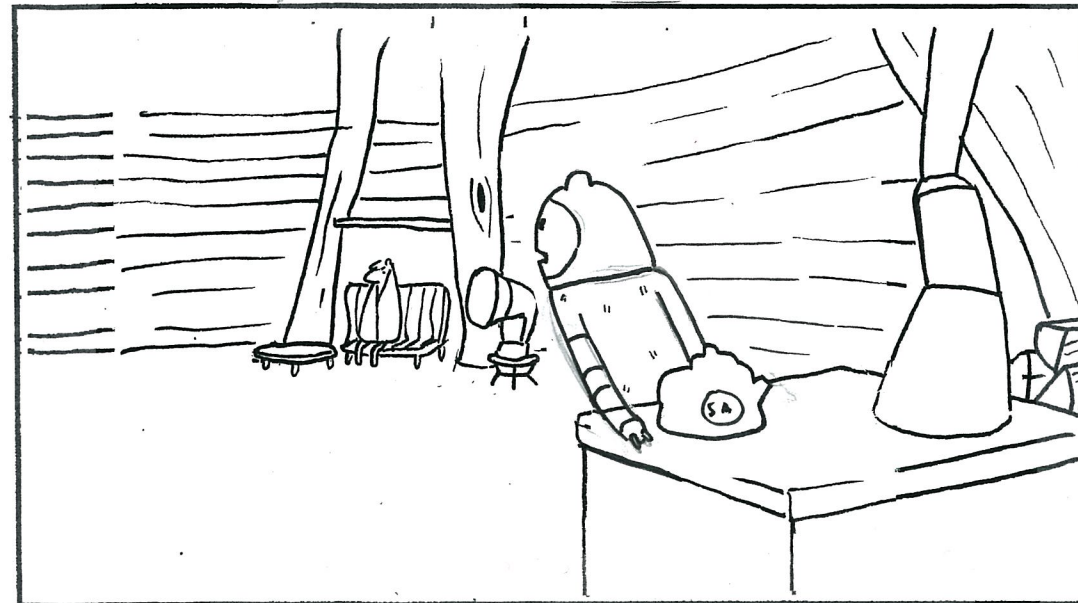
day night



Sc. 45 cont Pnl. B

Bg.

day night



Dialog:

Action: - FINN IS NERVOUS ABOUT
BEING AROUND JAMES BAXTER.
- TAPPING KETTLE

Timing:



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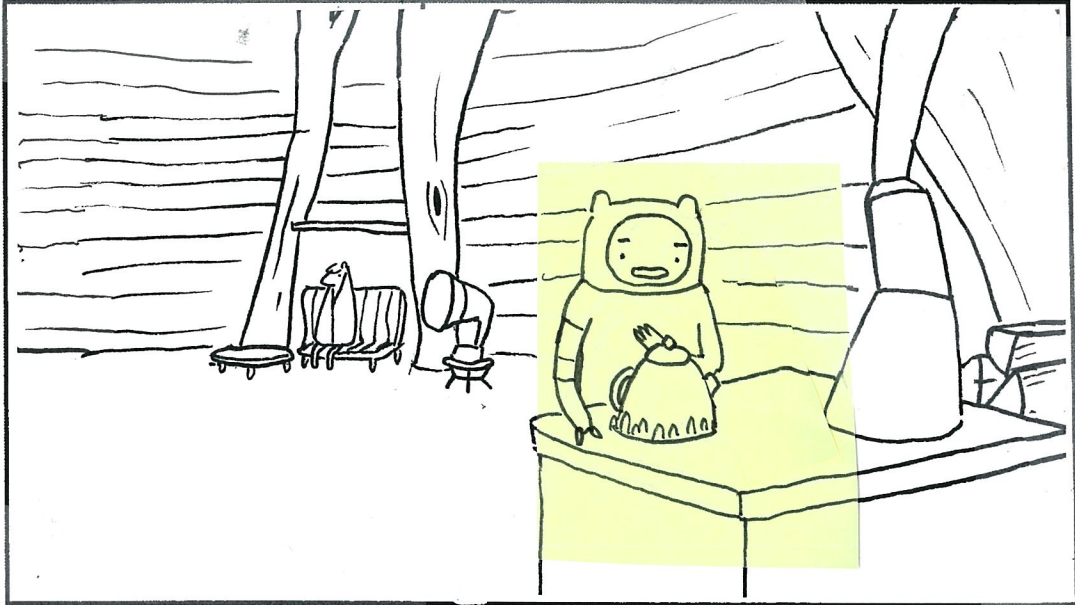
ADVENTURE TIME



Sc. 45 cont Pnl. C

Bg.

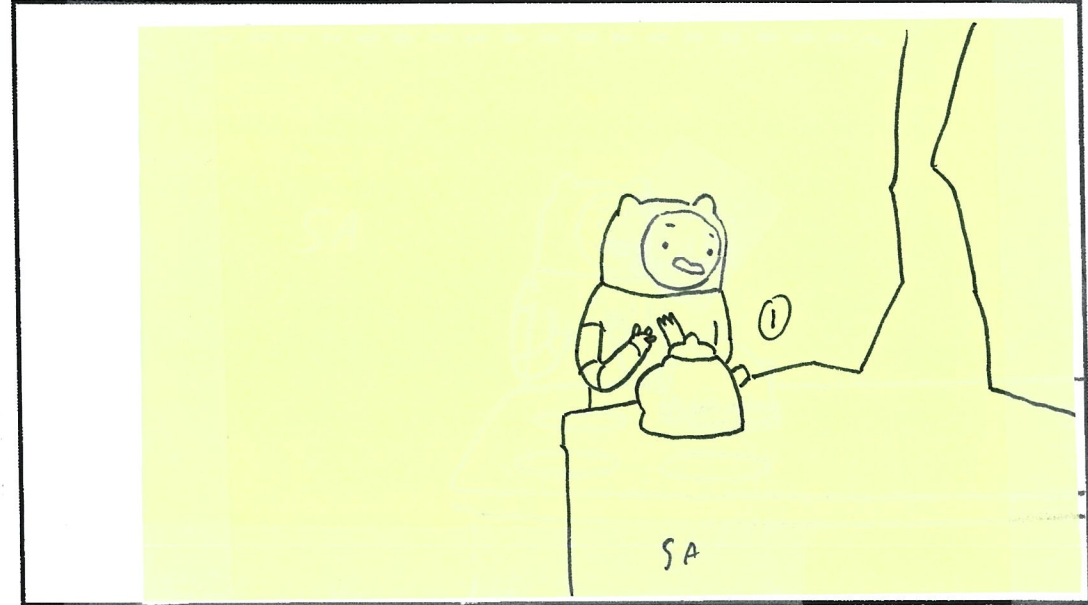
day night



Sc. 45 cont Pnl. D

Bg.

day night



Dialog: F: (TO HIMSELF) OH MY GLOB,
JAMES BAXTER IS IN
MY HOUSE.

SHELBY: HEY FINN... YOU LOOK A
LITTLE NERVOUS.

Action: FINN DRUMS STOVE.

- SHELBY CRAWLS OUT.

Timing:

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Sc. 45 cont Pnl. E

Bg.

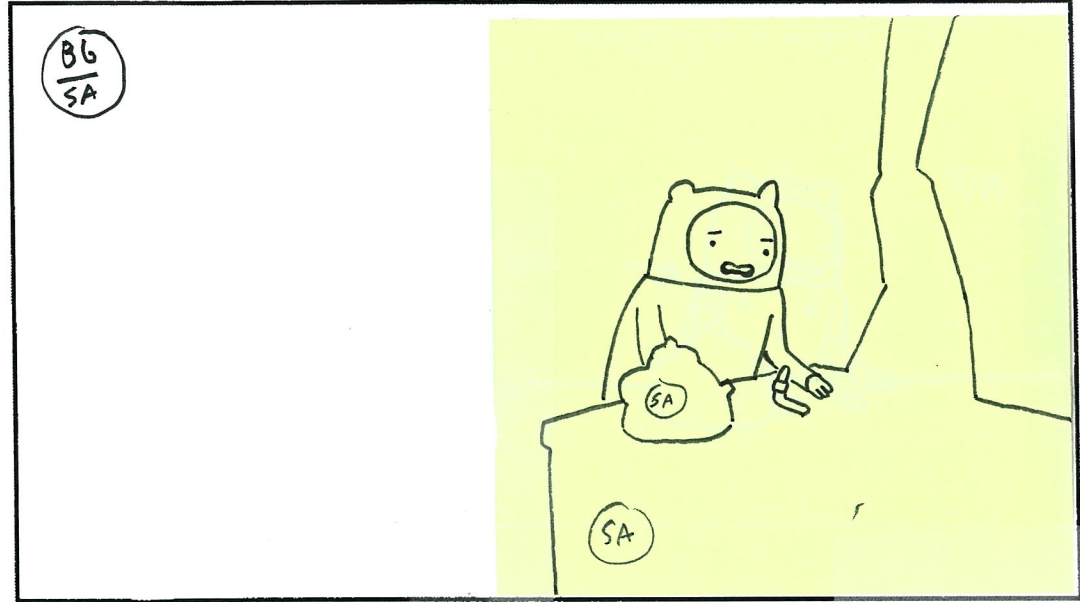
day night



Sc. 45 cont Pnl. F

Bg.

day night



Dialog: F: YEAH Shelby - I'M NERVOUS. THAT'S
(WHISPER) JAMES BAXTER OUT THERE!
HE'S AN ARTIST!

F: (WHISPER) WHAT IF I SAY SOMETHING
DUMB AND HE'S LIKE -

Action:

Timing:



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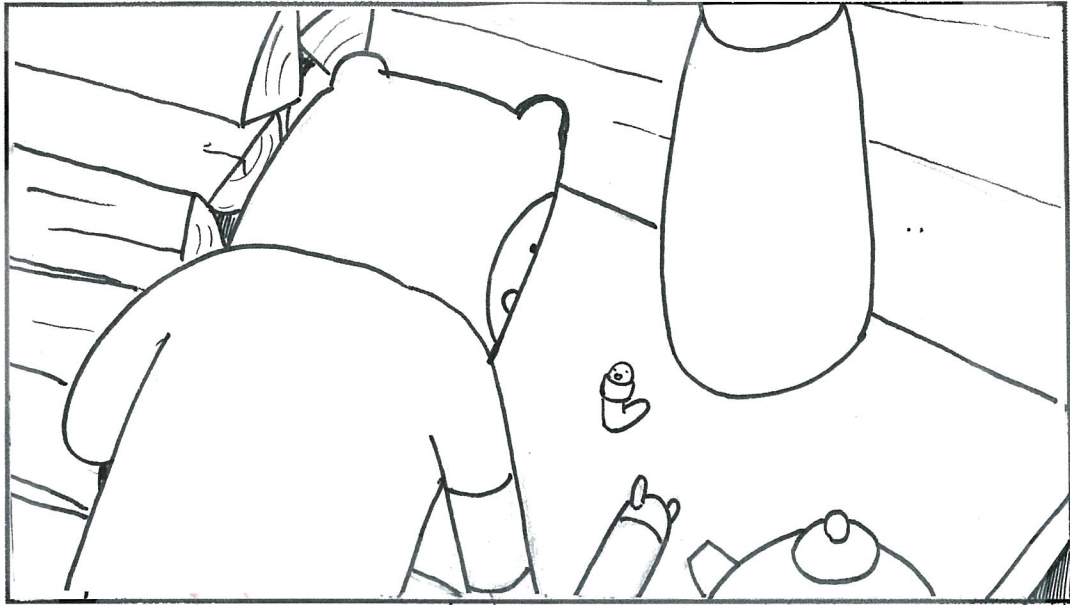
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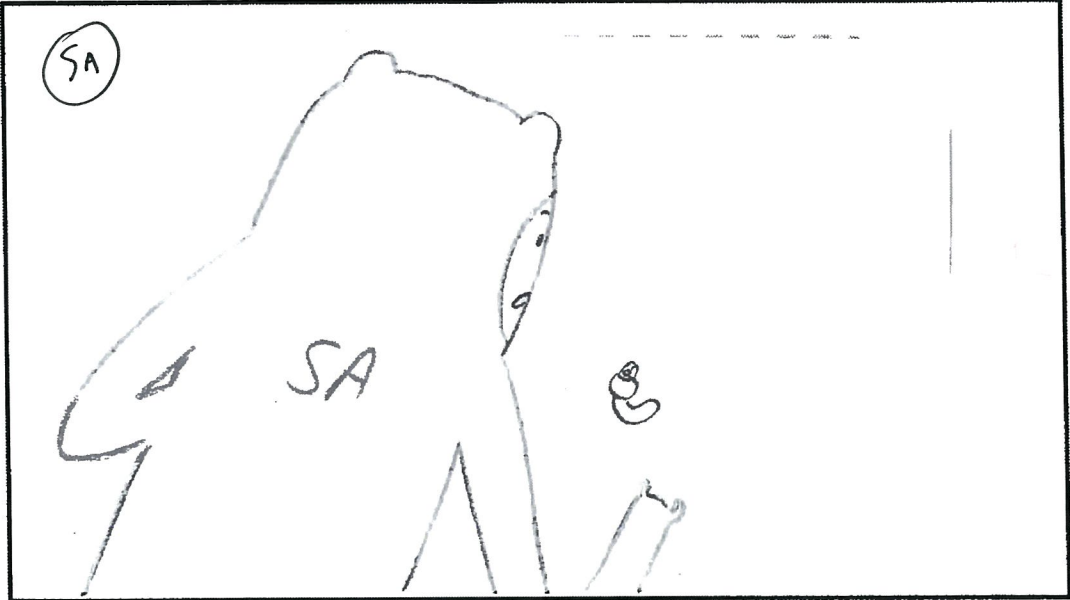
ADVENTURE TIME



Sc. 46 Pnl. A Bg. day night



Sc. 46 cont Pnl. B Bg. day night



Dialog:	<p><u>F</u>: - MAN THAT DUDE IS SO DUMB WHY AM I EVEN HERE.</p> <p><u>S</u>: JUST TREAT HIM LIKE A NORMAL GUY.</p>
Action:	<p>MAR 03 2016</p>
Timing:	

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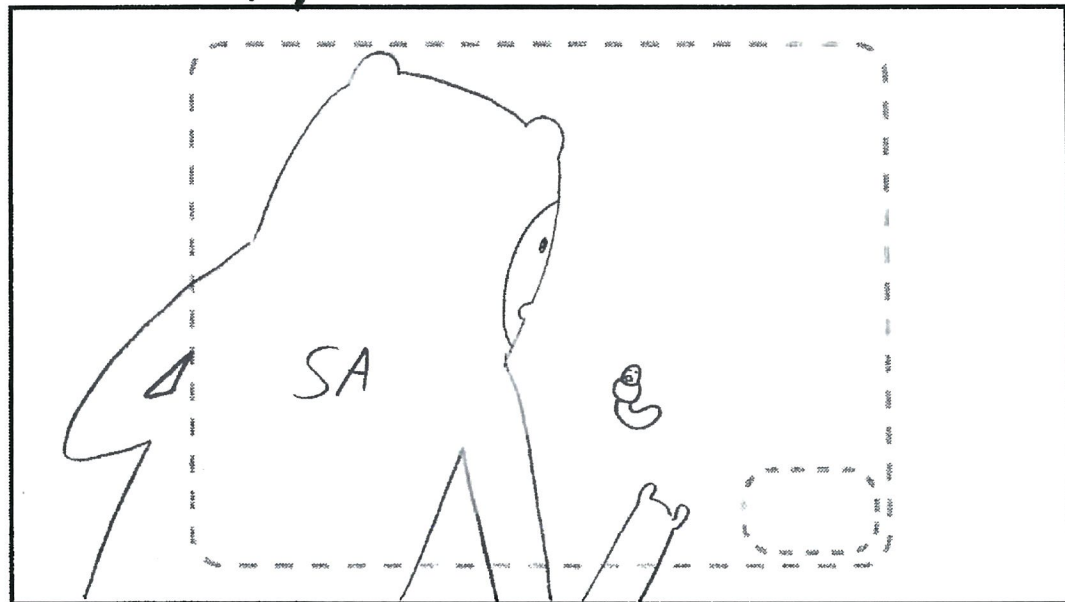


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Sc. 46 cont Pnl. C

Bg.

day night

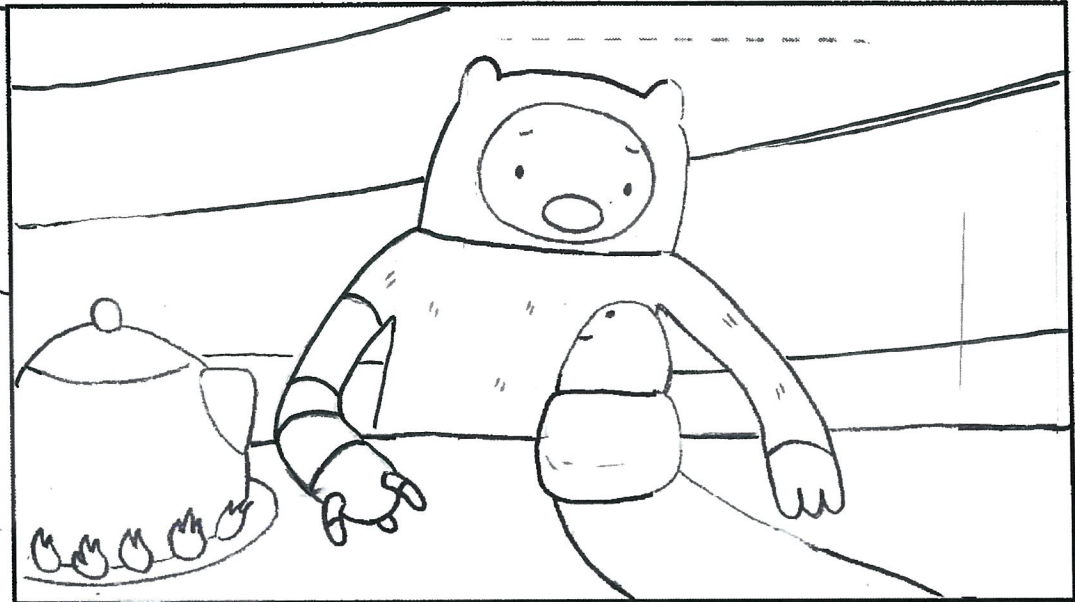


Sc. 47

Pnl. A

Bg.

day night



Dialog:

S: THAT'S WHAT PEOPLE WANT,
EVEN GREAT ARTISTS.

F: RIGHT.

Action:

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Timing:

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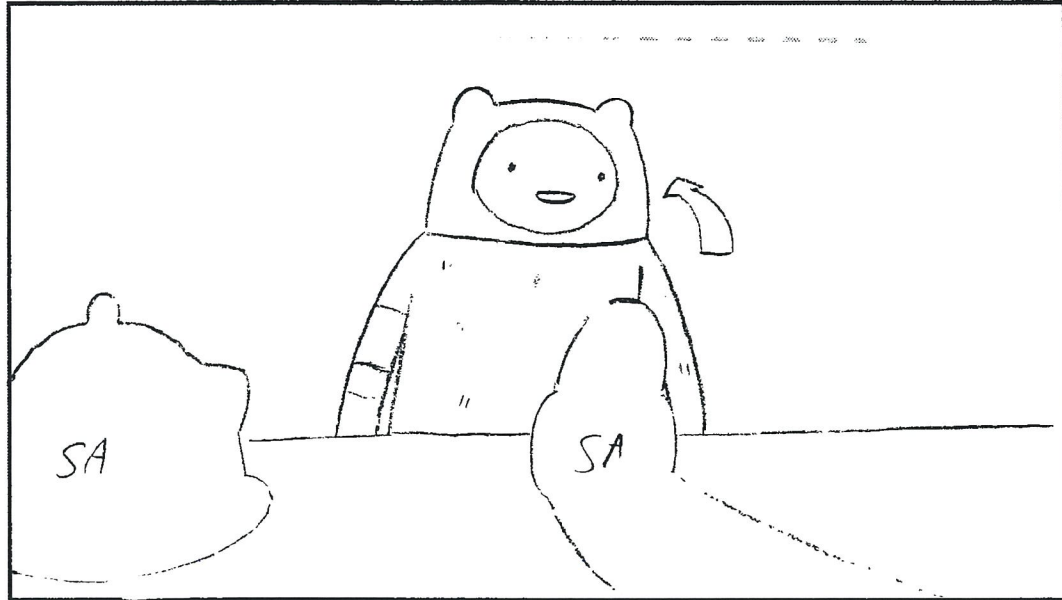
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Sc.

47 cont Pnl. B

Bg.

day night

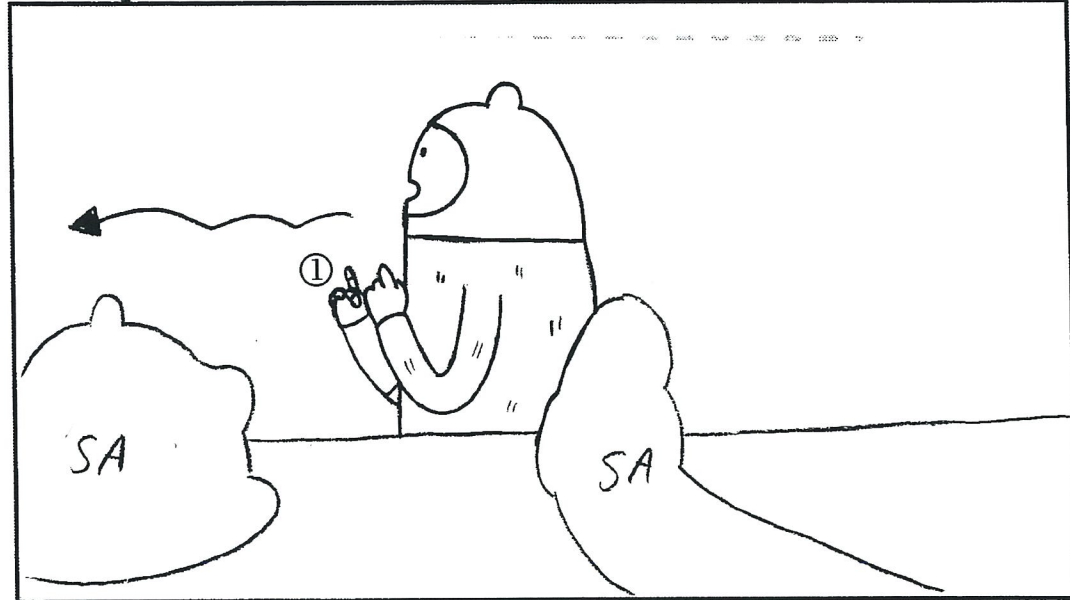


Sc.

47 cont Pnl. C

Bg.

day night



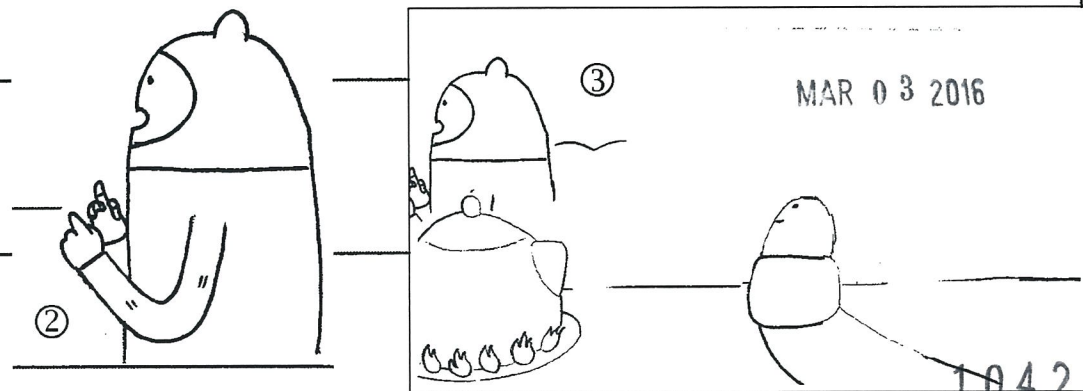
Dialog: F: OKAY. Yeah. NORMAL.

F: (REPEATING) NORMAL.

Action:

①,② X ALL THE WAY OUT.

Timing:



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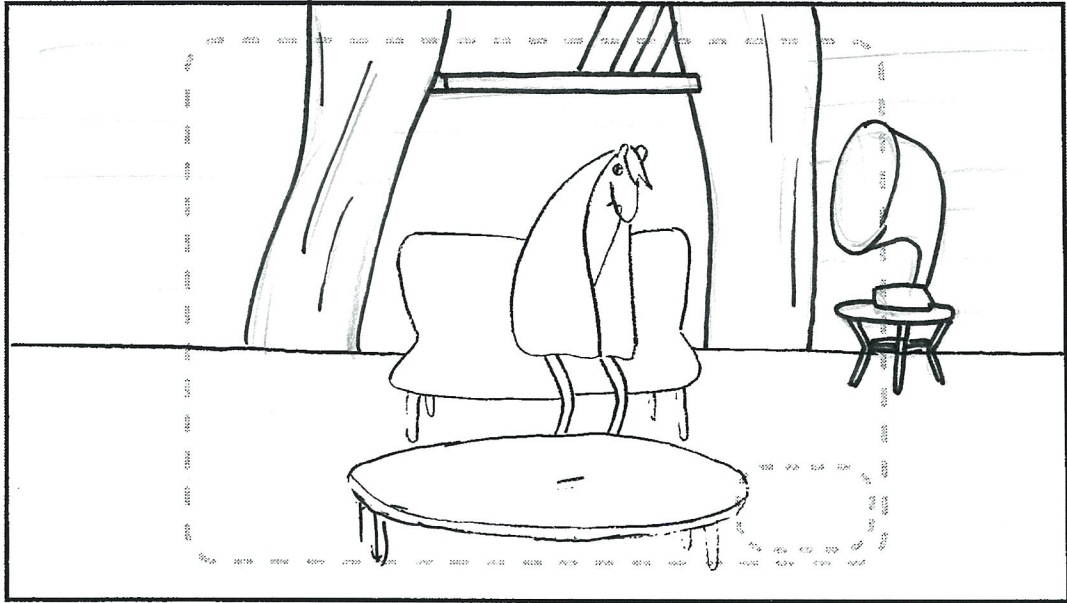


Sc. 48

Pnl. A

Bg.

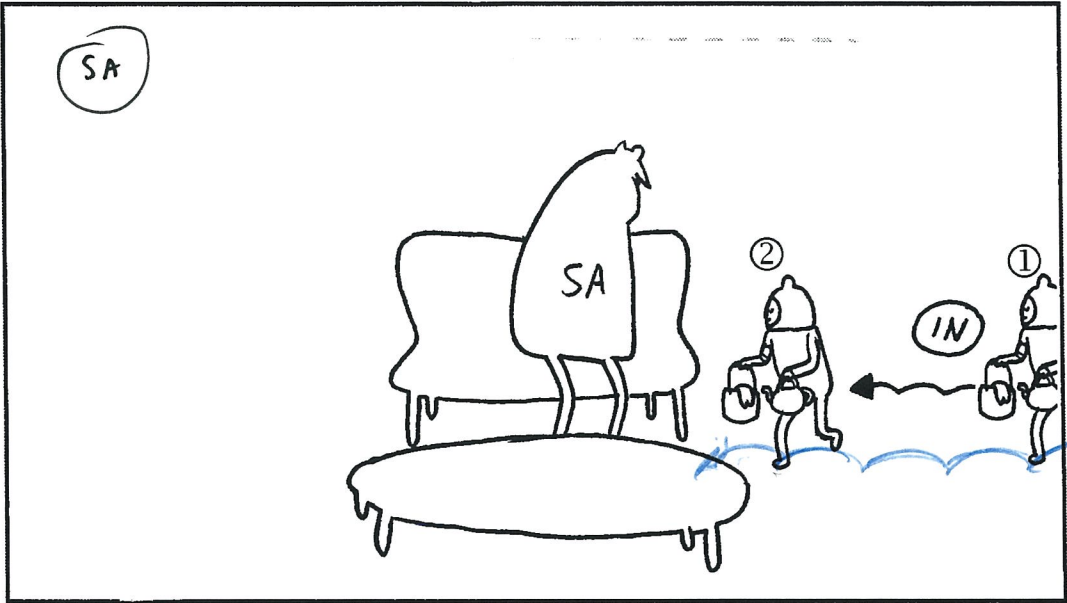
day night



Sc. 48 cont Pnl. B

Bg.

day night



Dialog:	
Action:	- FINN BRINGS OUT TEA AND BUCKET OF WATER WITH WASHCLOTH.
Timing:	MAR 03 2016

Production:

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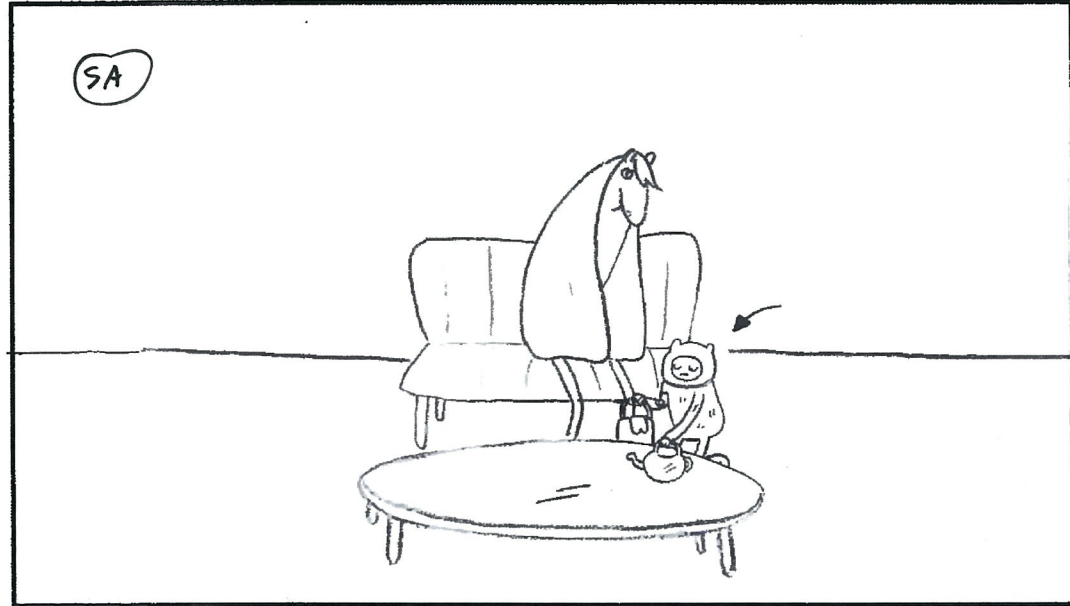


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Sc. 48 cont Pnl. C

Bg.

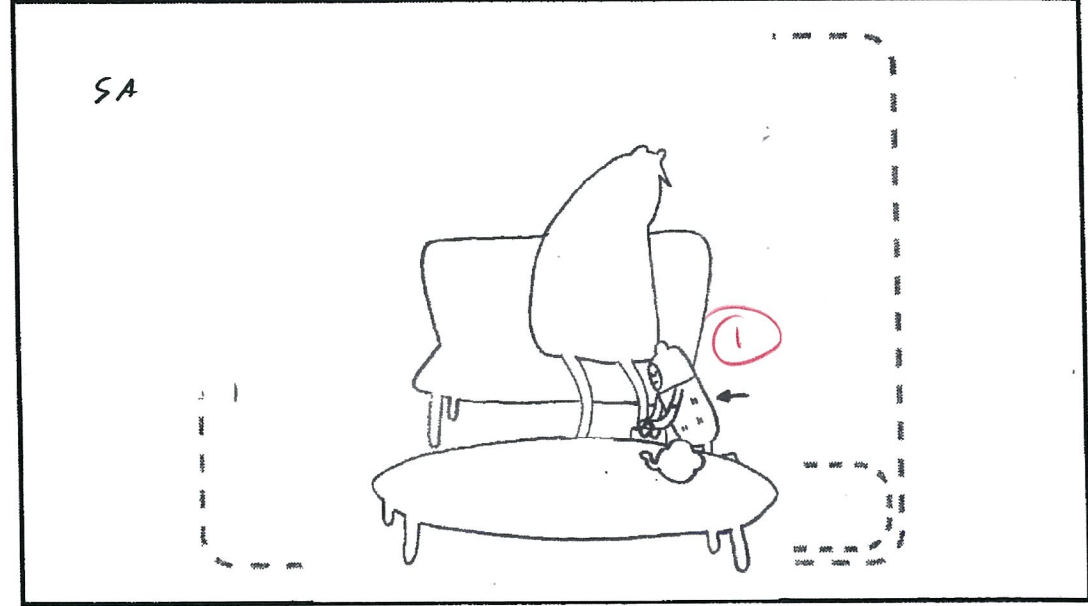
day night



Sc. 48 cont Pnl. D

Bg.

day night



Dialog:

Action: FINN PLACES KETTLE ON TABLE.

FINN KNEELS DOWN IN FRONT OF JAMES BAXTER.

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Timing:



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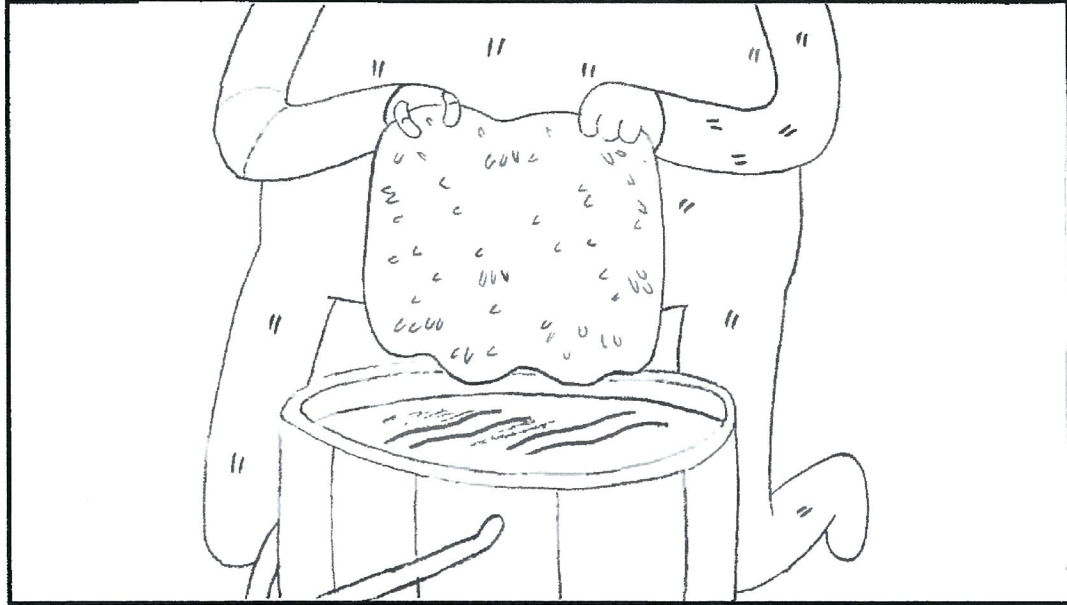
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Sc. 49

Pnl. A

Bg.

day night

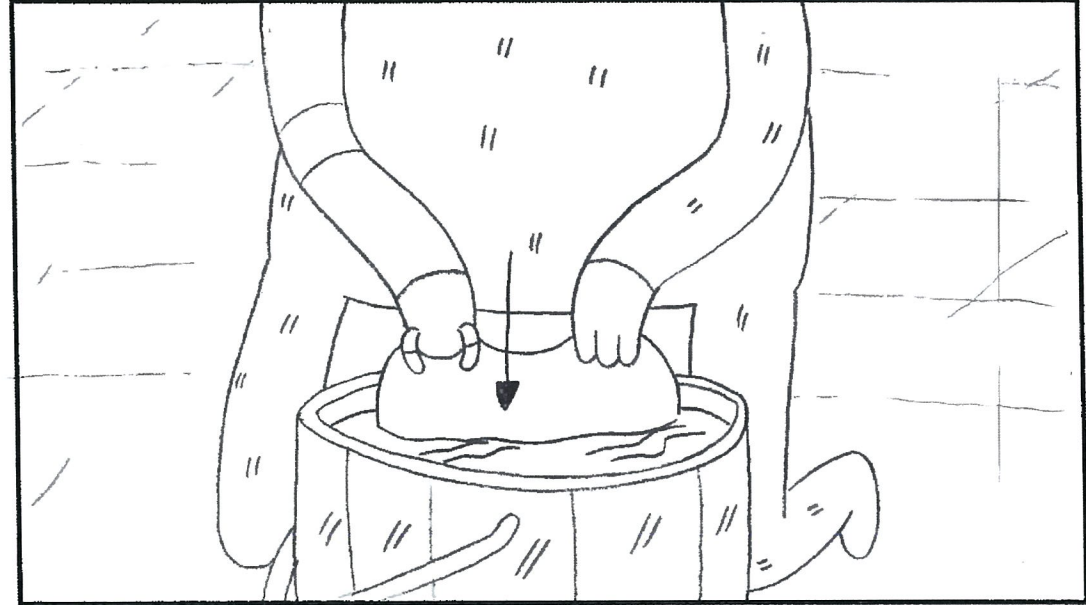


Sc. 49 cont

Pnl. B

Bg.

day night



Dialog:

Action:

- F. DIPS WASHCLOTH INTO BUCKET.

MAR 03 2016

Timing:

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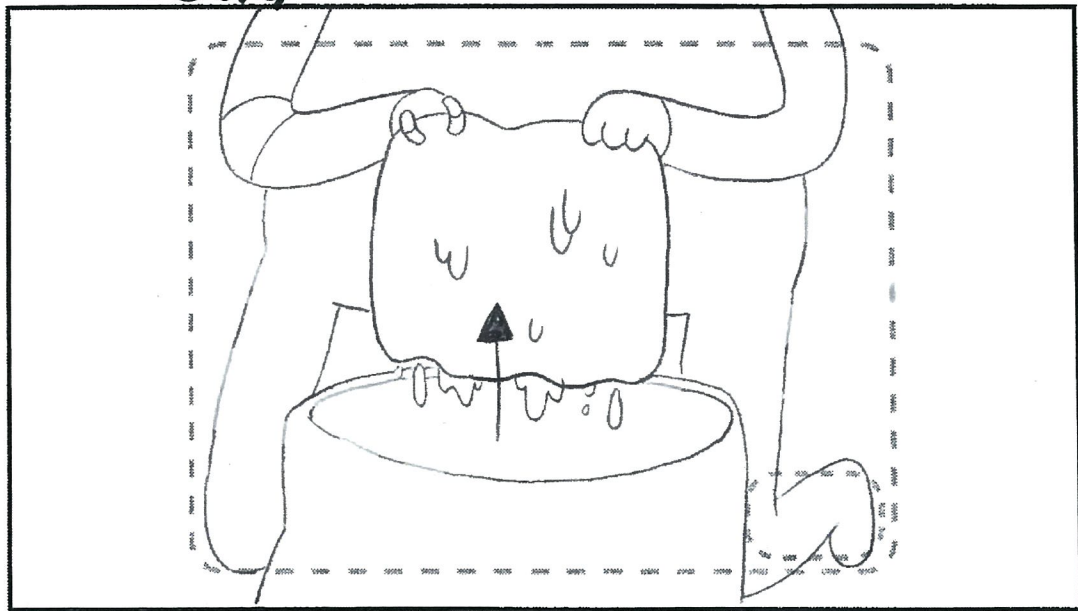
1042 247

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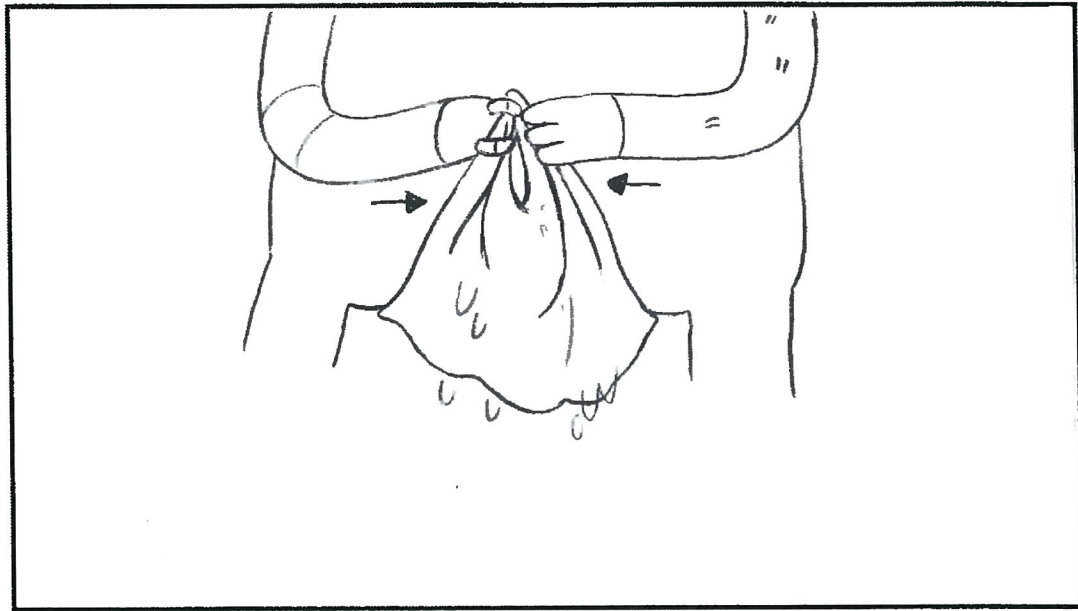
ADVENTURE TIME



Sc. 49 cont Pnl. C Bg. day night



Sc. 49 cont Pnl. D Bg. day night



Dialog:
Action:
Timing:

MAR 03 2016

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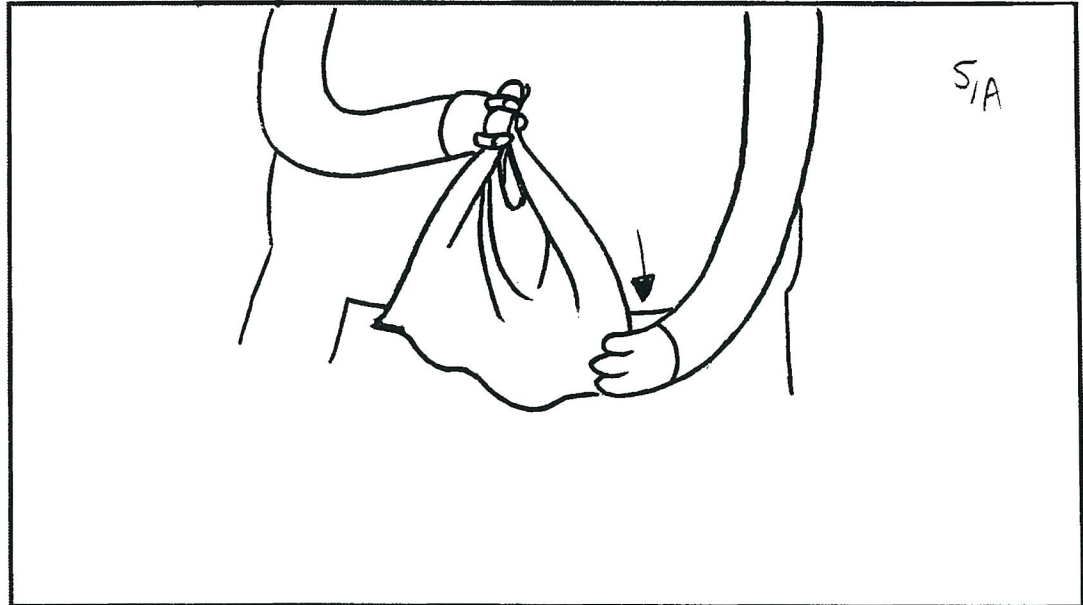
1042 247

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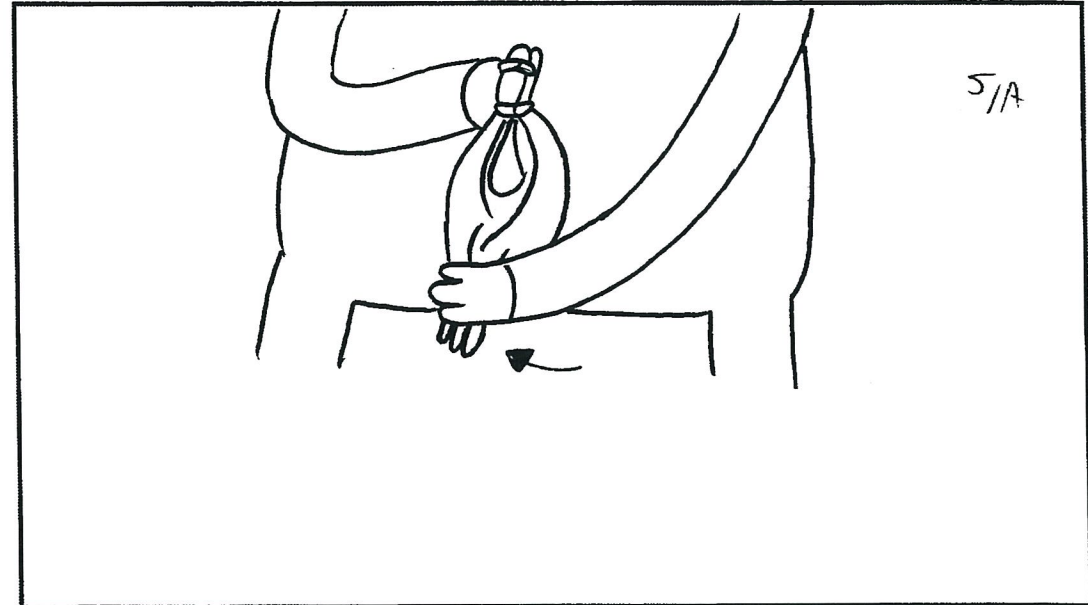
ADVENTURE TIME



Sc. 49 *cont* Pnl. E Bg. day night



Sc. 49 *cont* Pnl. F Bg. day night



Dialog:
Action:
Timing:

MAR 03 2016

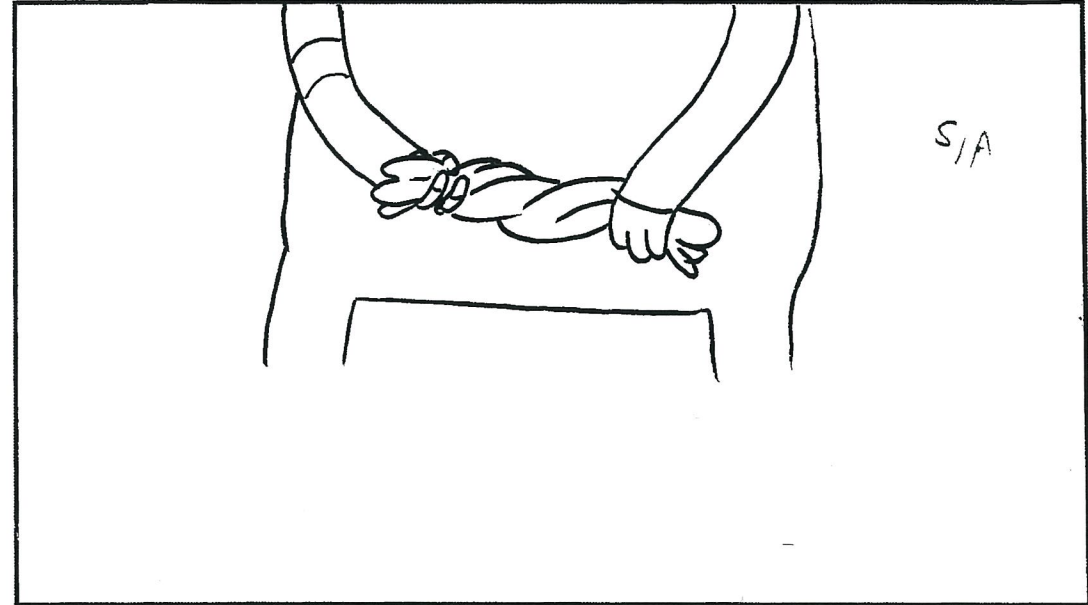
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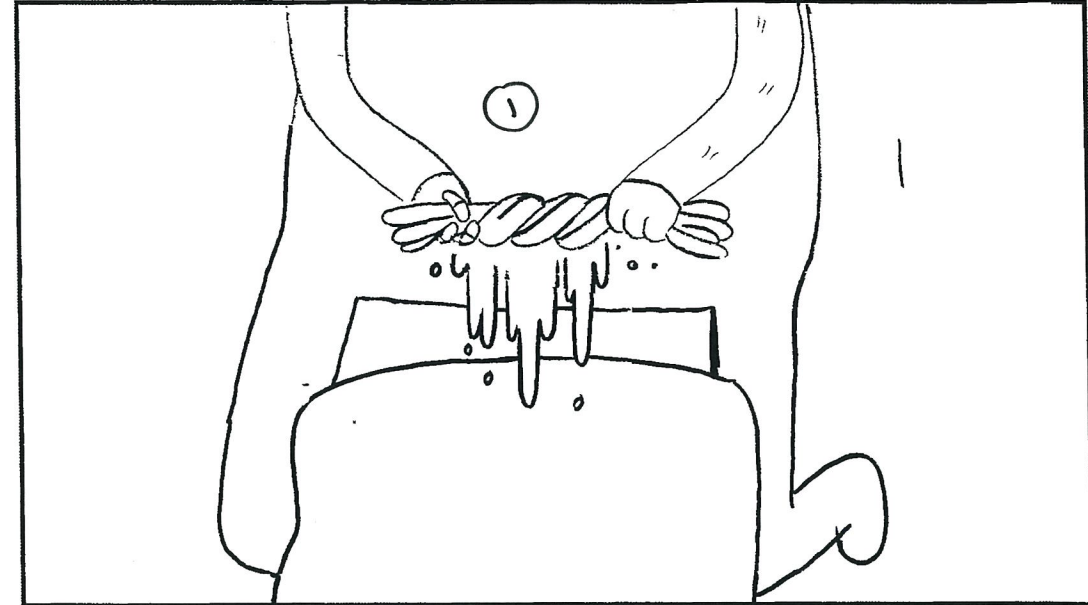



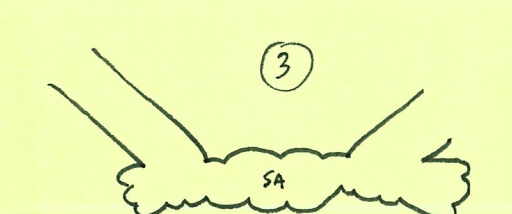
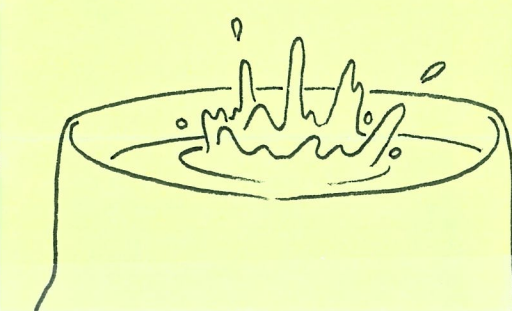
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Sc. 49 cont Pnl. G Bg. day night



Sc. 49 cont Pnl. H Bg. day night



Dialog		<p>F. SLOWLY WRINGS OUT WASH CLOTH.</p> <p>MAR 03 2016</p>
Action		
Timing		

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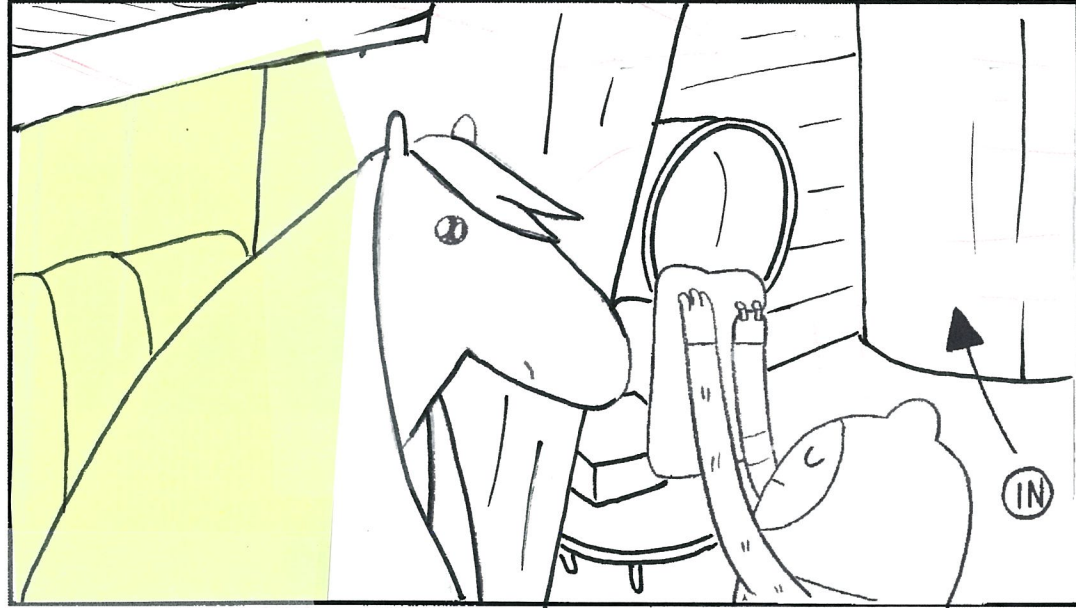
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ADVENTURE TIME

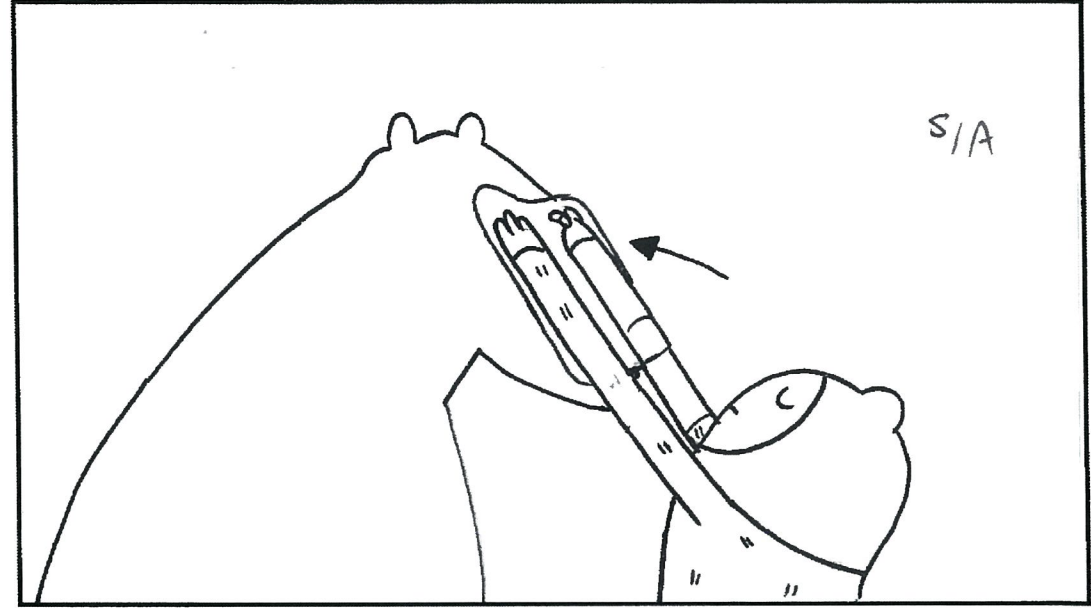


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Sc. 50 Pnl. A Bg. day night



Sc. 50 cont Pnl. B Bg. day night



Dialog:

Action:

- F. RISES ON/S , RAISES WASH CLOTH

MAR 03 2016

Timing:

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Sc. 50 cont Pnl. C

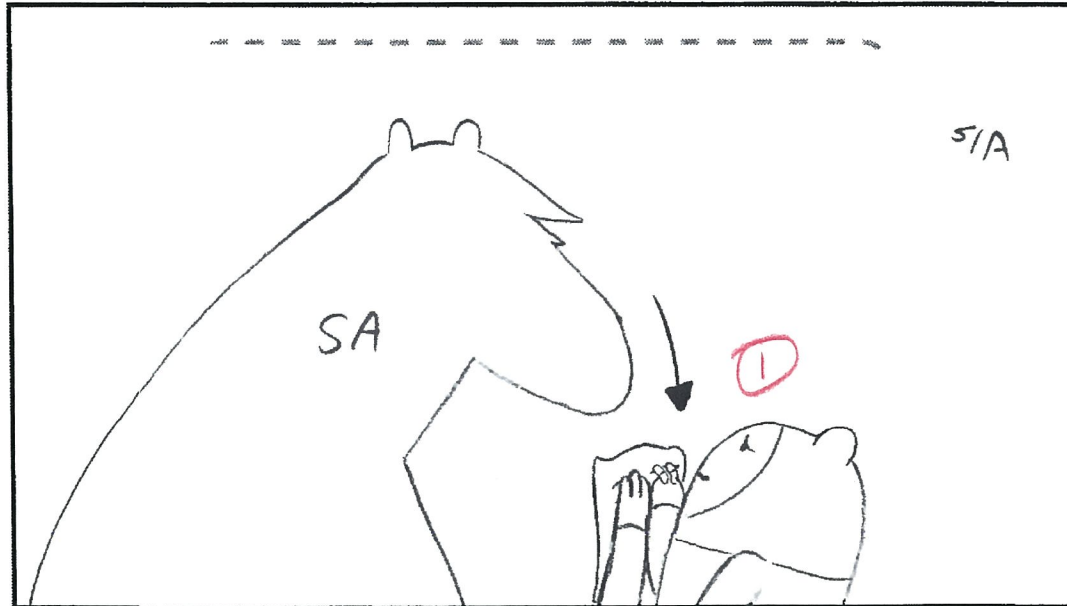
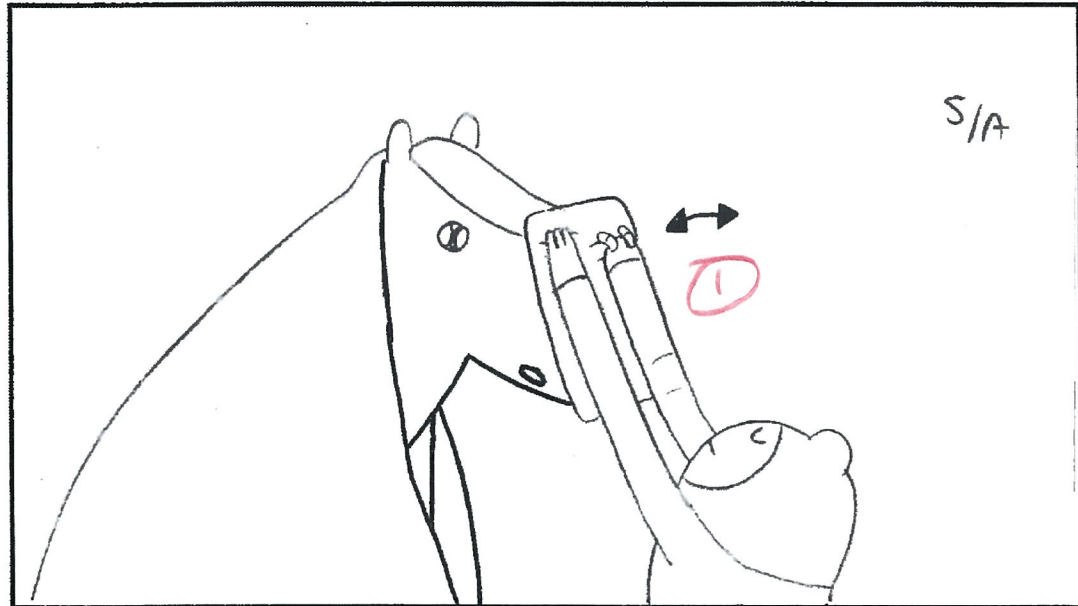
Bg.

day night

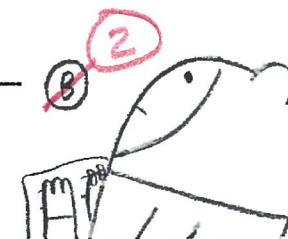
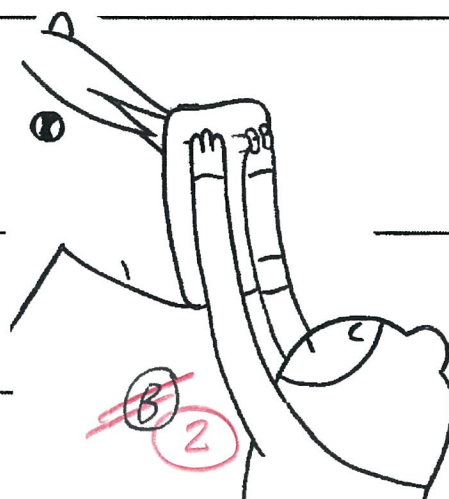
Sc. 50 cont Pnl. D

Bg.

day night



Dialog:	<u>SFX: * PAT - PAT *</u>	
Action:	FINN DABBING JB'S FOREHEAD.	- F. LOOKS INTO JB'S EYES.
Timing:	MAR 03 2016	



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Sc. 51

Pnl. A

Bg.

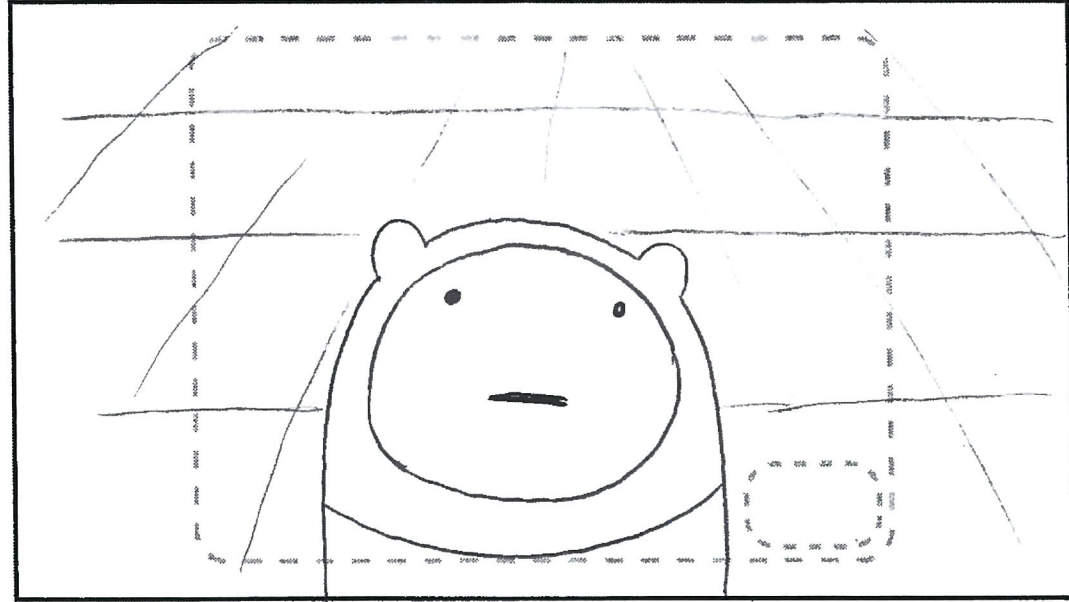
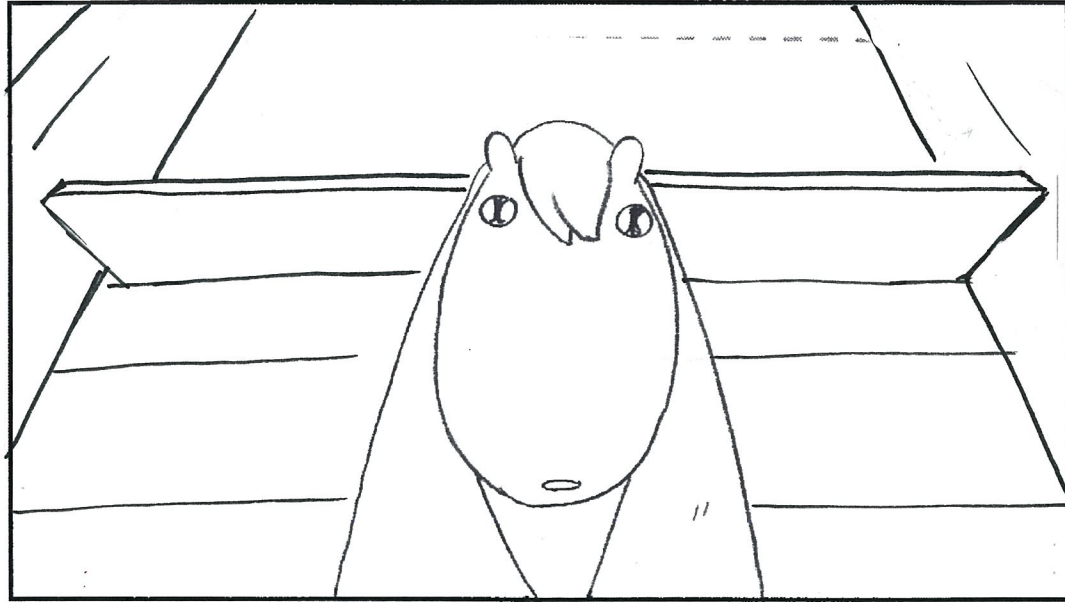
day night

Sc. 52

Pnl. A

Bg.

day night



Dialog:

Action:

- FINN POV OF JB.

- JB POV OF FINN,

Timing:

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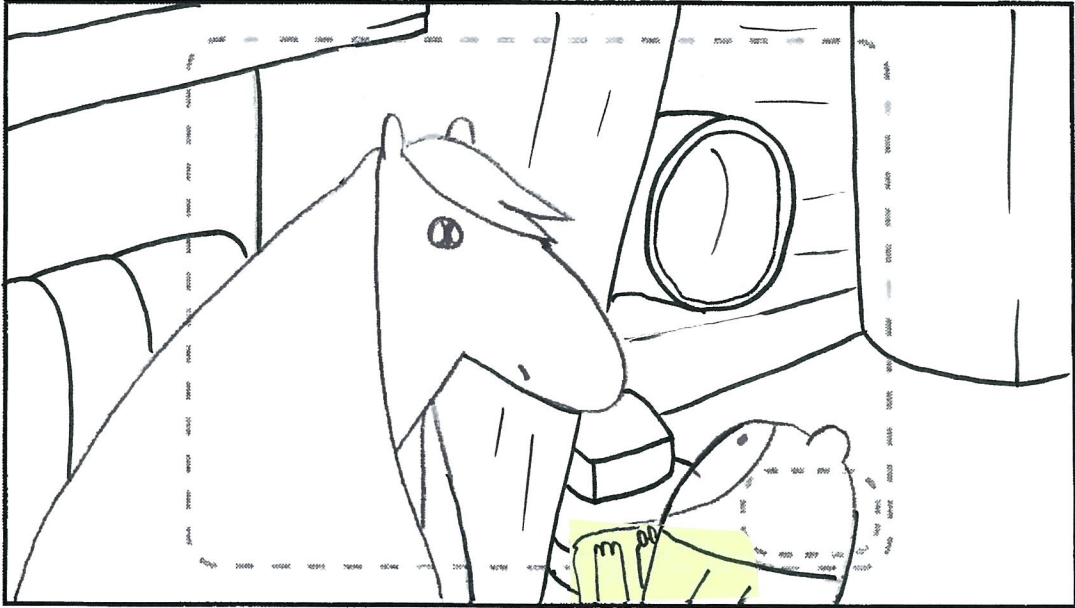
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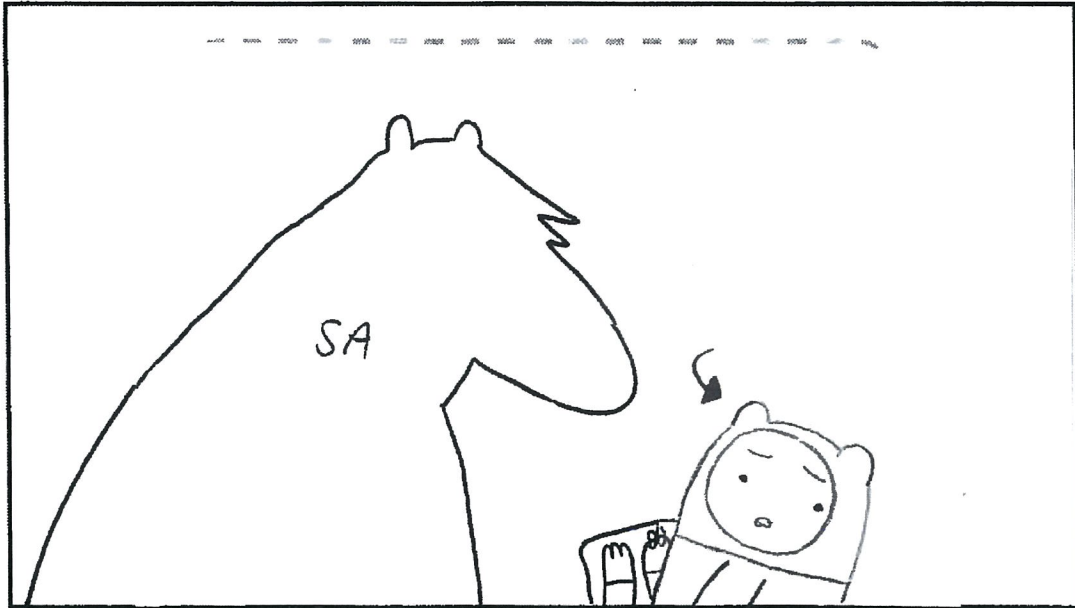
ADVENTURE TIME



Sc. 53 Pnl. A Bg. day night



Sc. 53 cont Pnl. B Bg. day night



Dialog:	FINN: NORMAL NORMAL... (TO HIMSELF)	
Action:	JAMES STARING VACANTLY THROUGH FINN.	FINN LOOKS AWAY.
Timing:	MAR 03 2016	

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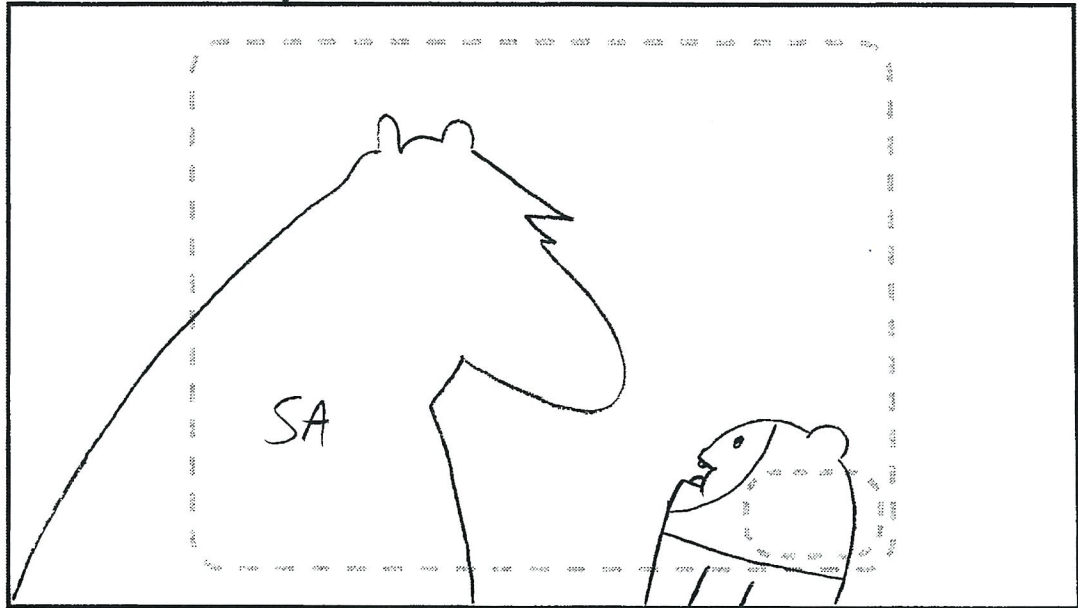
ADVENTURE TIME



Sc. 53 cont Pnl. C

Bg.

day night

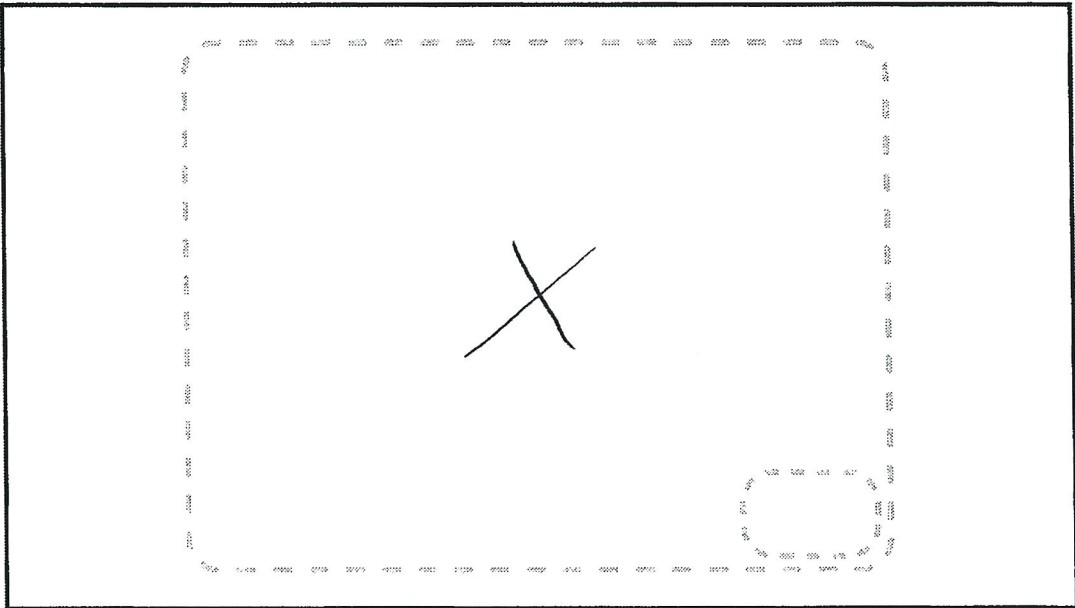


Sc.

Pnl.

Bg.

day night



Dialog:

F: (TOUGH-GUY ACCENT)
SO, UHH, YOU GOT ANY WEEKEND
PLANS?

Action:

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Timing:

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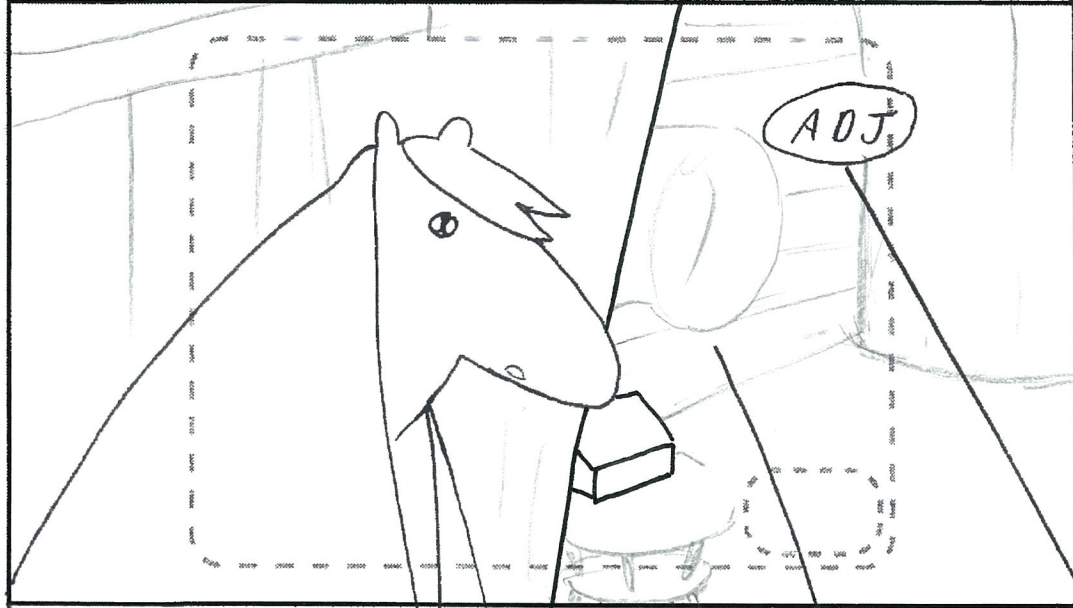
ADVENTURE TIME



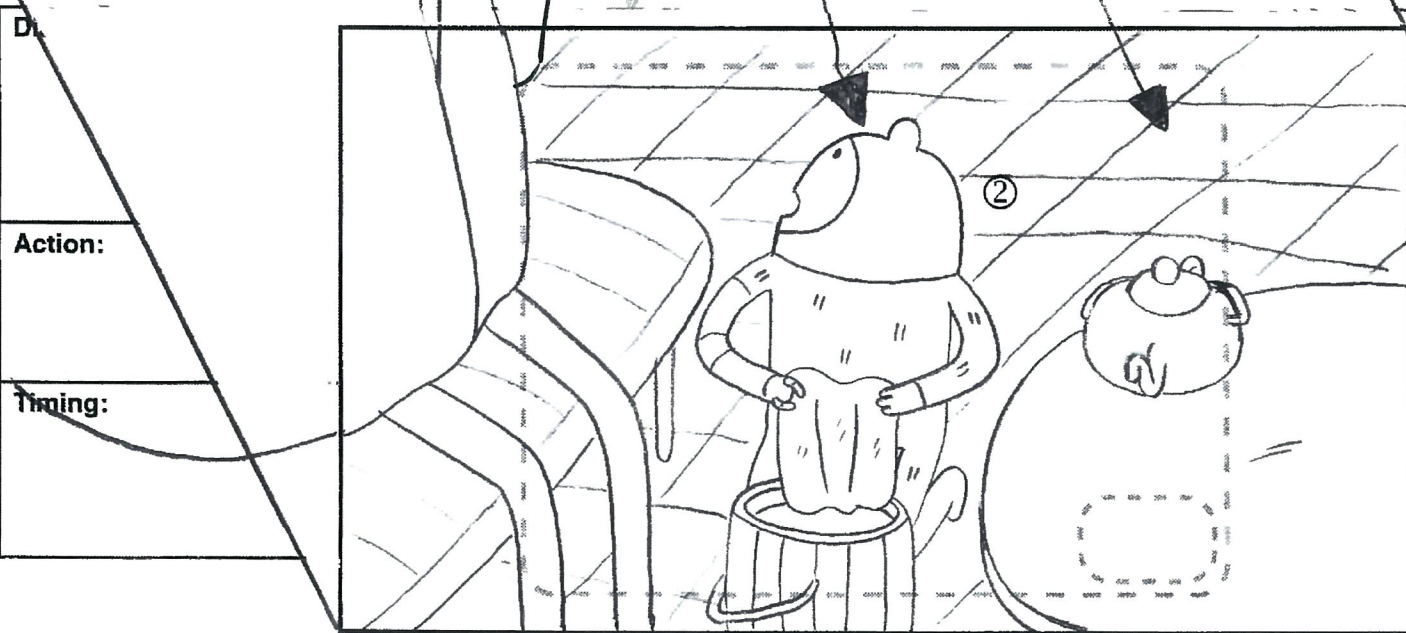
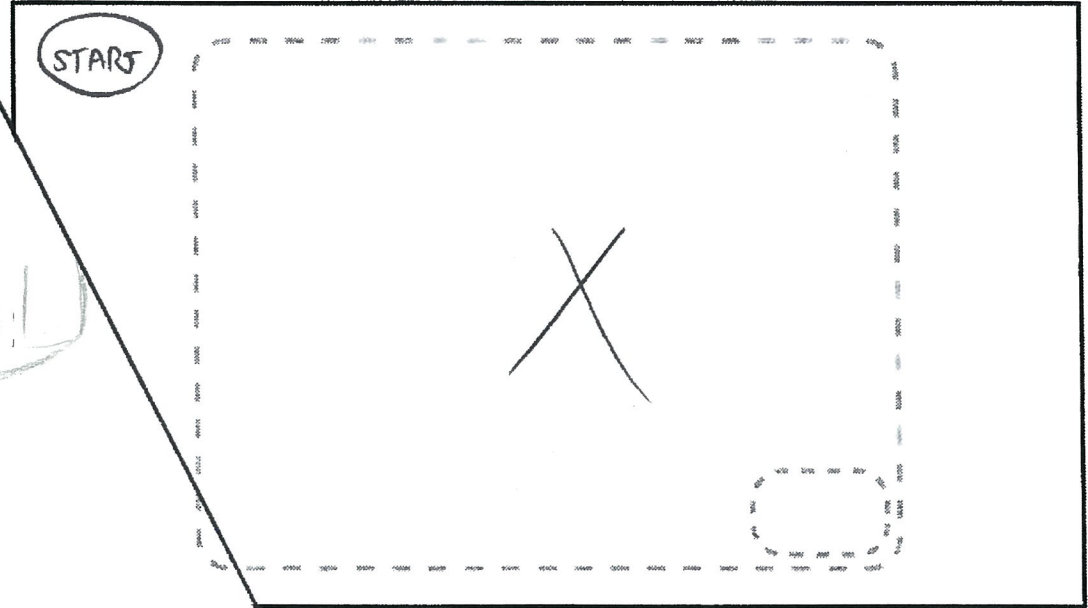
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Sc. 53 cont Pnl. D

Bg. day night



Sc. Pnl. Bg. day night

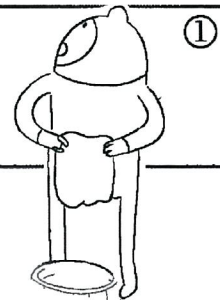


Action:

Timing:

F: YAH DOING ANYTHING FUN FOR THE WEEKEND?

- F. KNEELS
- PAN W/ FINN.



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STOP

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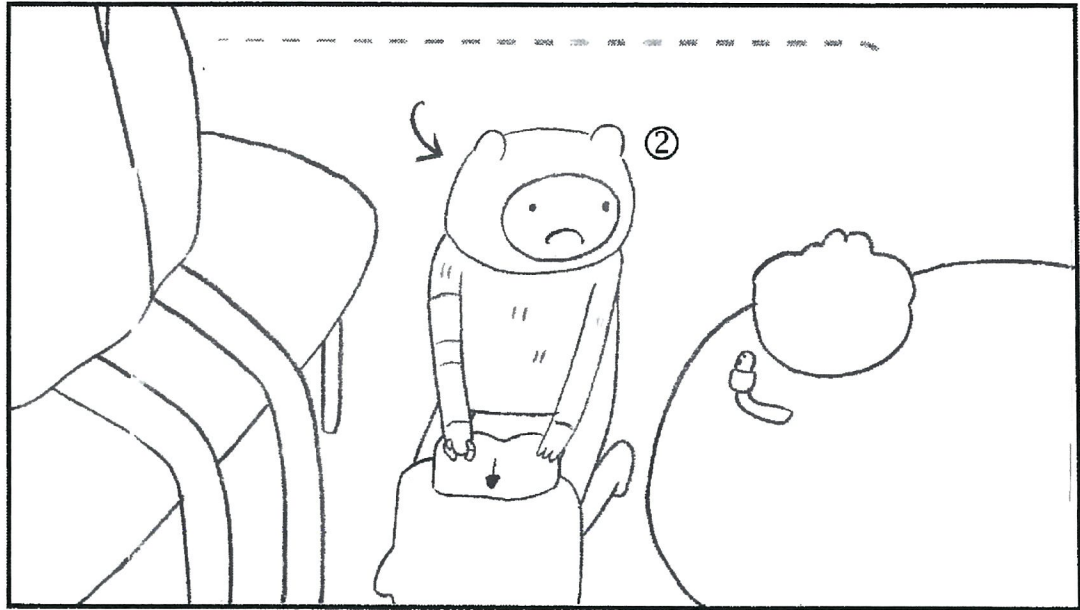
ADVENTURE TIME



Sc. 53 cont Pnl. E

Bg.

day night

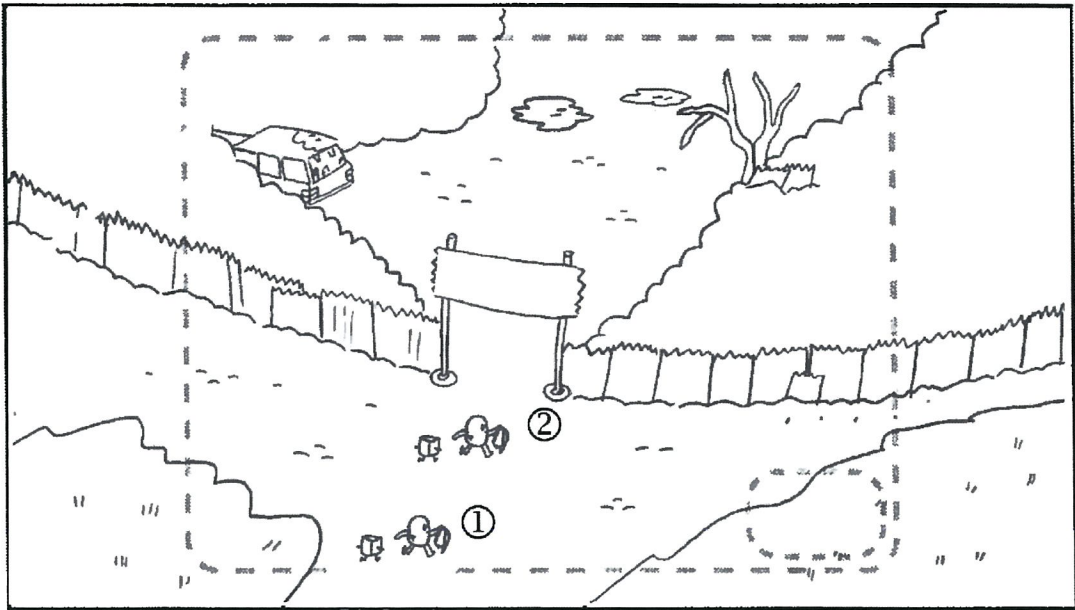


Sc. 54

Pnl. A

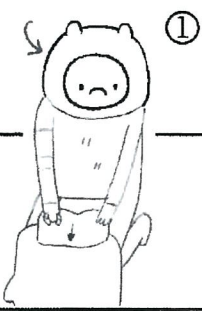
Bg.

day night



Dialog: SHELBY: YOU'RE REALLY BAD AT THIS, MAN...

Action: - F. TURNS TOWARDS SHELBY.



- JAKE AND BMO HUSTLE TO THE JUNKYARD TO LOOK FOR SCRAP PLASTIC. (BGS FROM ' RATTLE BALLS ')

Timing:

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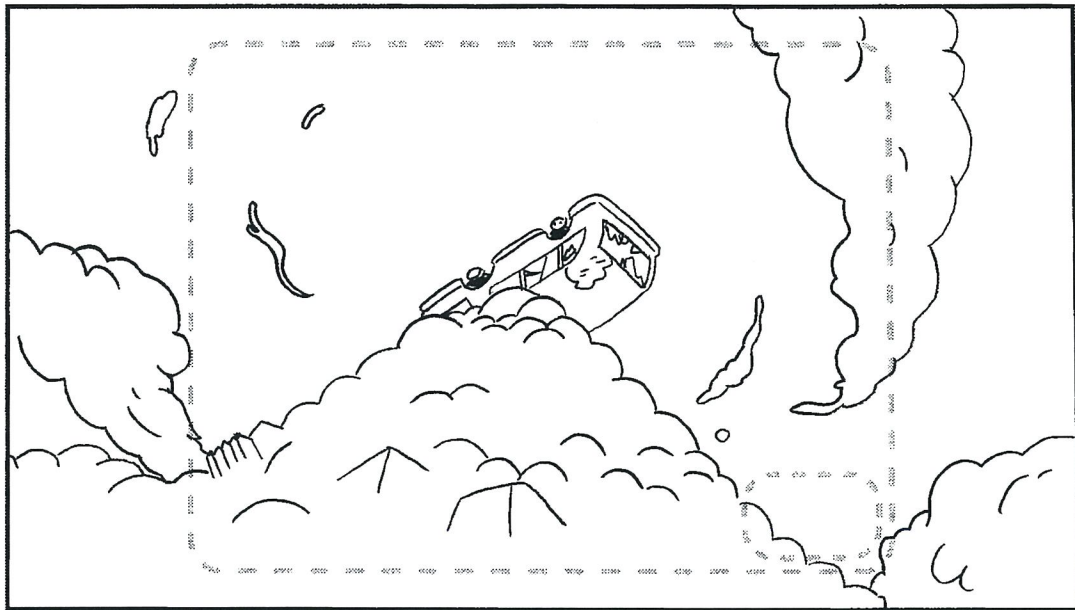
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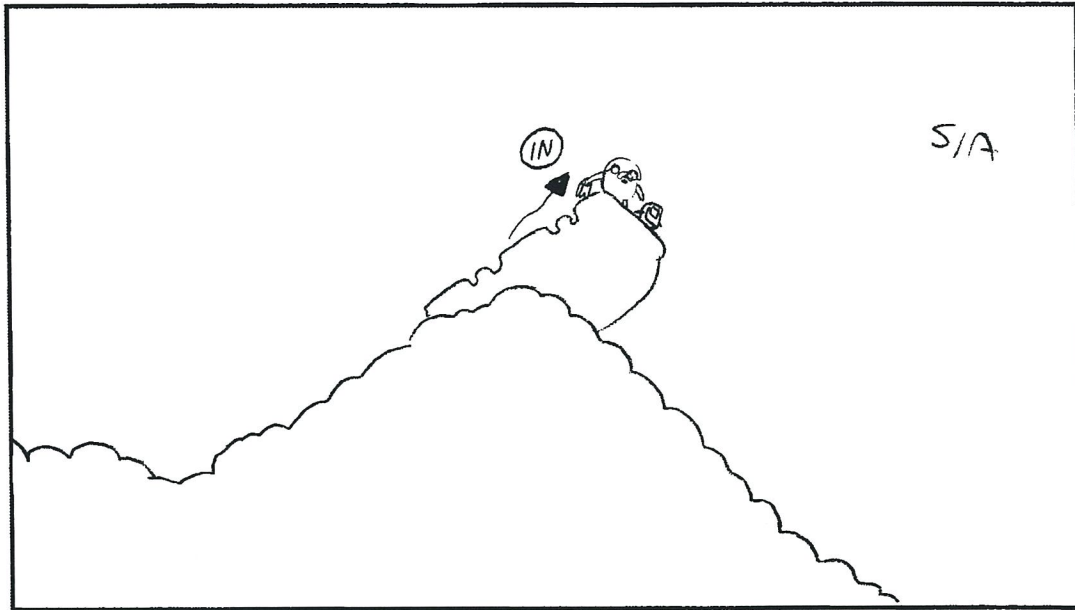
ADVENTURE TIME



Sc. 55 Pnl. A Bg. day night



Sc. 55 CONT Pnl. B Bg. day night



Dialog:	
Action:	- F+J CLIMB ON/S.
Timing:	MAR 03 2016

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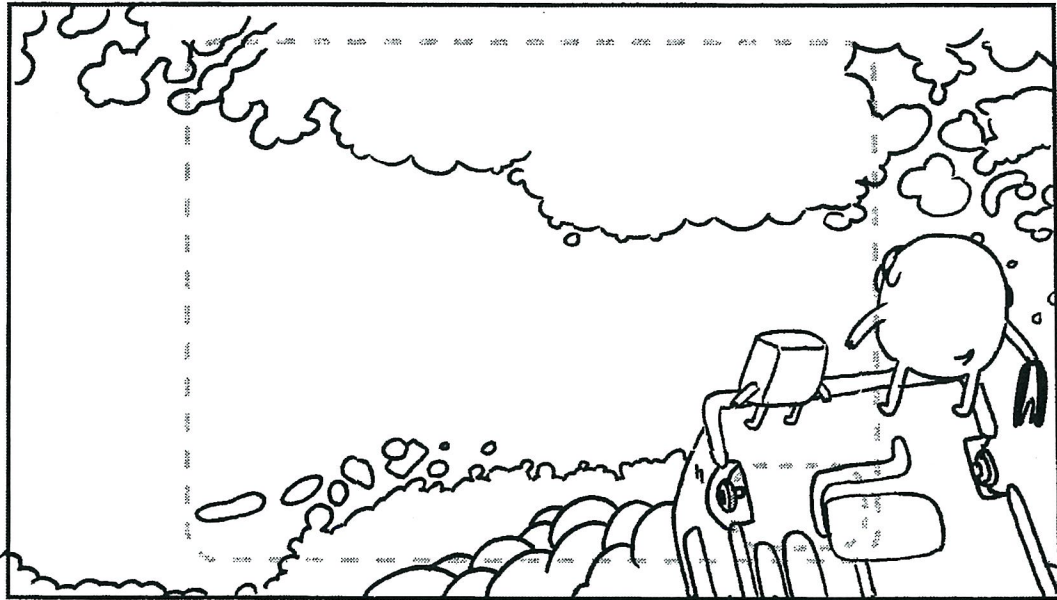
1042 247

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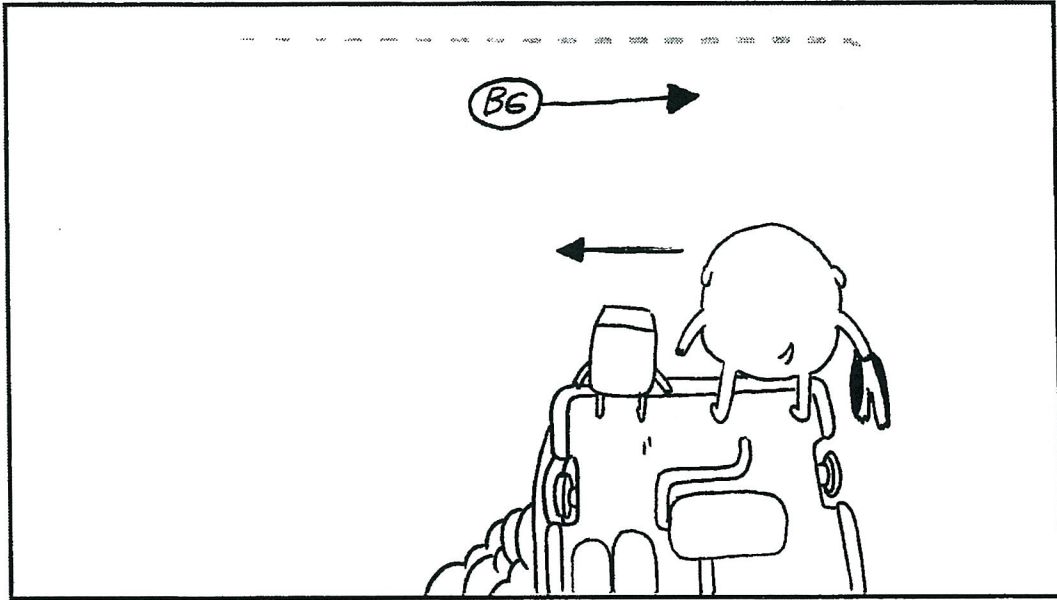
ADVENTURE TIME



Sc. 56 Pnl. A Bg. day night



Sc. 56 cont Pnl. B Bg. day night



Dialog:	J: Surely we'll find a patch here	animated foreground.
Action:	- JAKE AND BMO SURVEY THE JUNKYARD.	
Timing:	MAR 03 2016	

look for new pages
- send in layers!

EPISODE # 1042-247

Production:

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ADVENTURE TIME



Page 101

Sc. 56 cont Pnl. C

Bg.

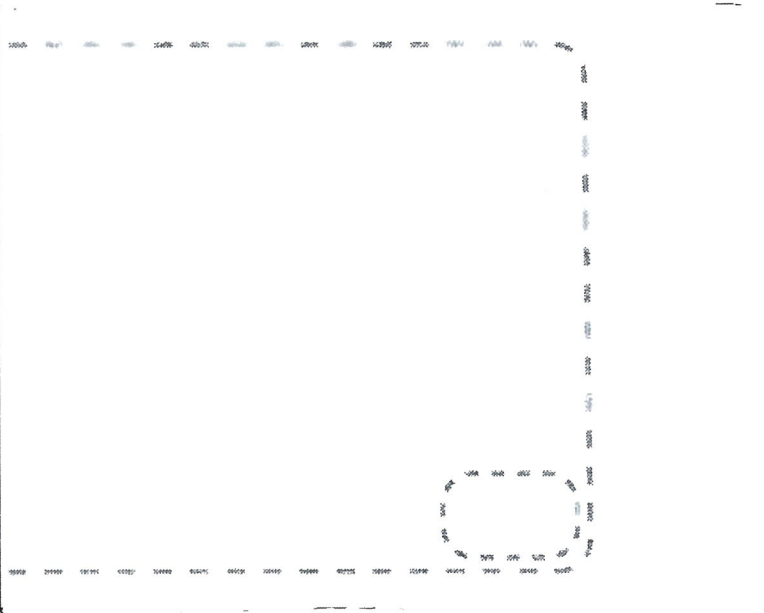
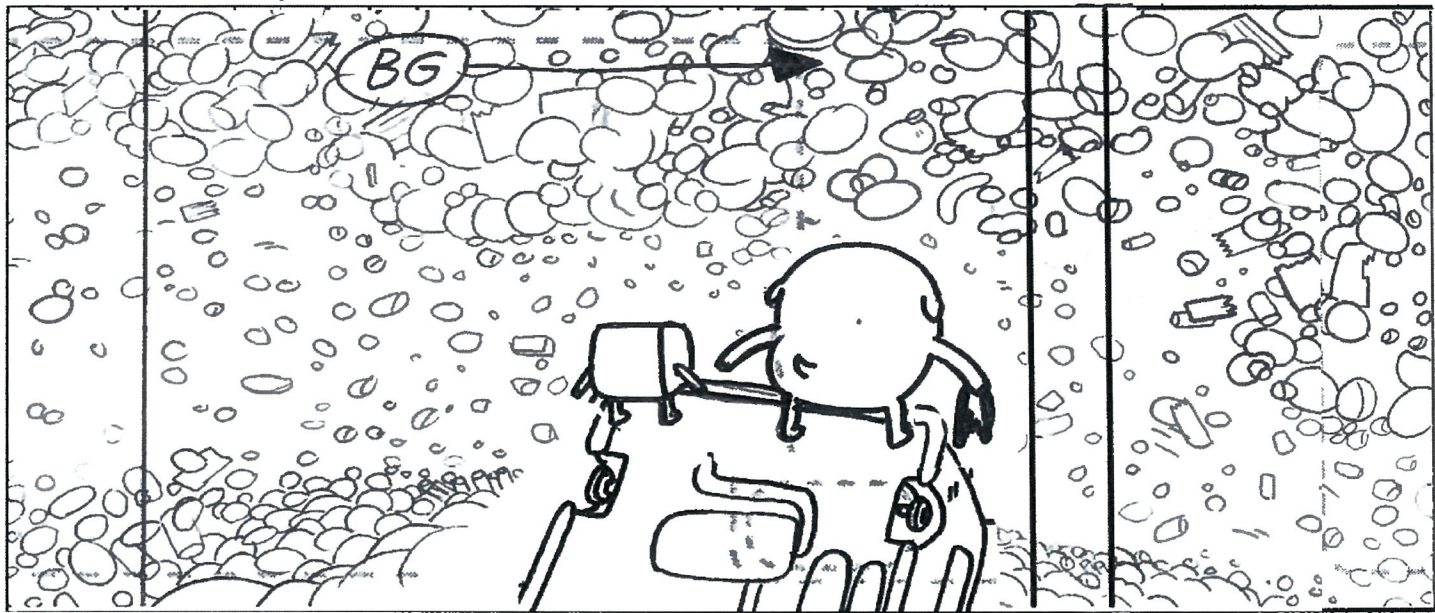
day night

Sc.

Pnl.

Bg.

day night



Dialog:
Action:
Timing:

MAR 03 2016

1042-247

EPISODE #

Production:

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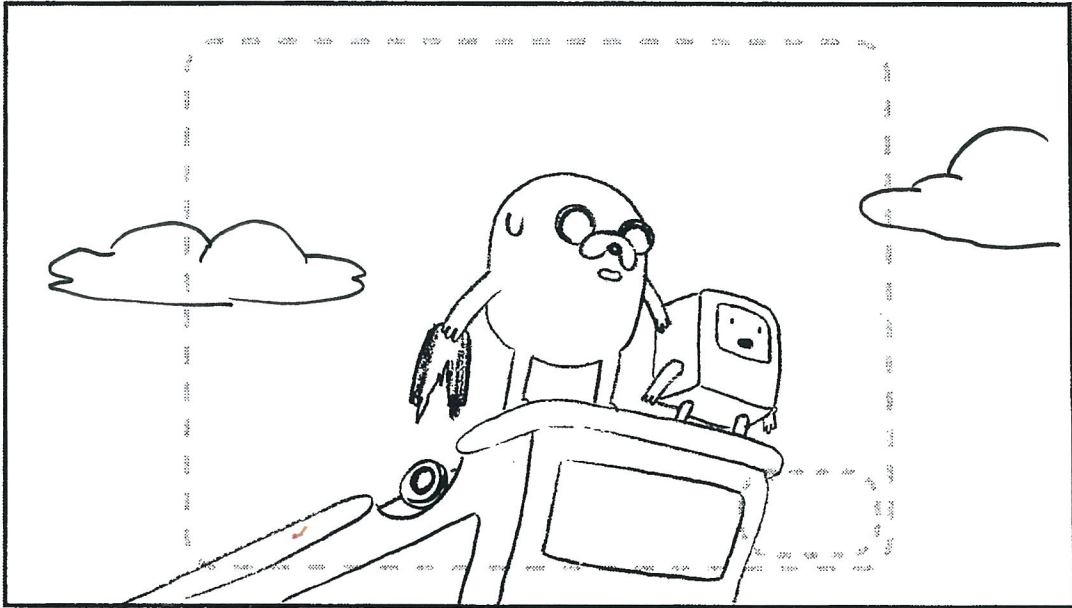
1042 247

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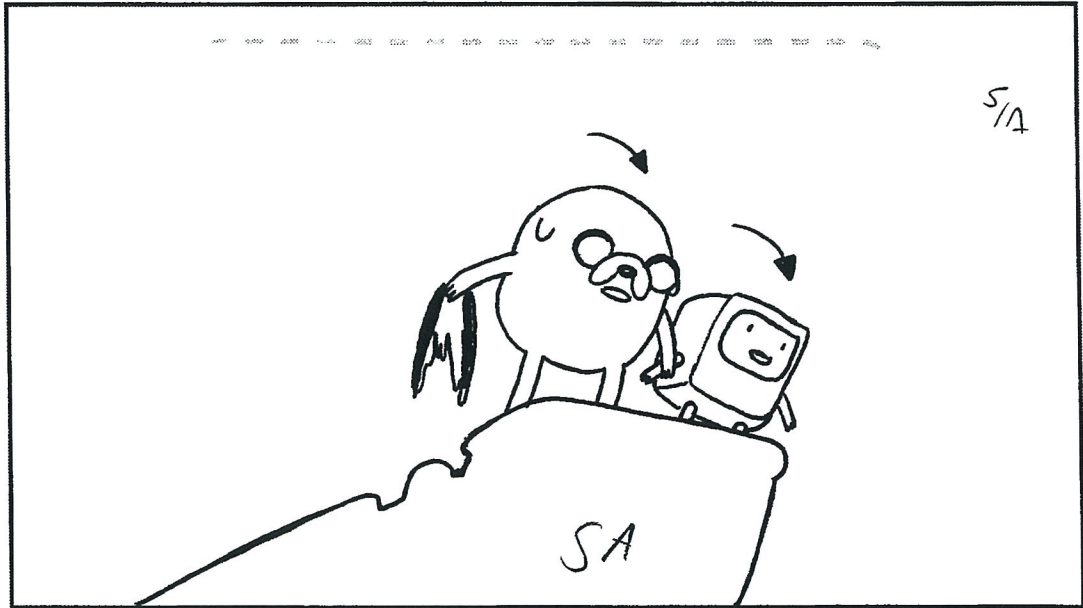
ADVENTURE TIME



Sc. 57 Pnl. A Bg. day night



Sc. 57 cont Pnl. B Bg. day night



Dialog:	<p><u>J</u>: Here in THE BIG TRASH PILE</p>	<p><u>RAGGEDY PRINCESS</u>: (O.S.) YOU MEAN THE RAG-AND-BONE KINGDOM!</p>
Action:		
Timing:		

MAR 03 2016

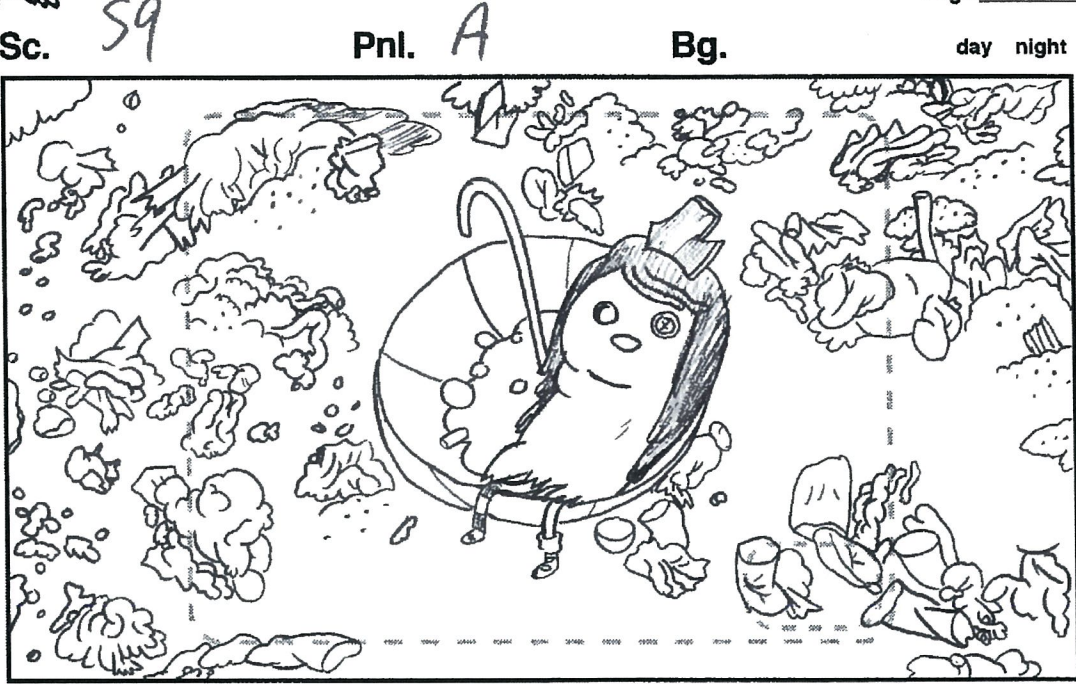
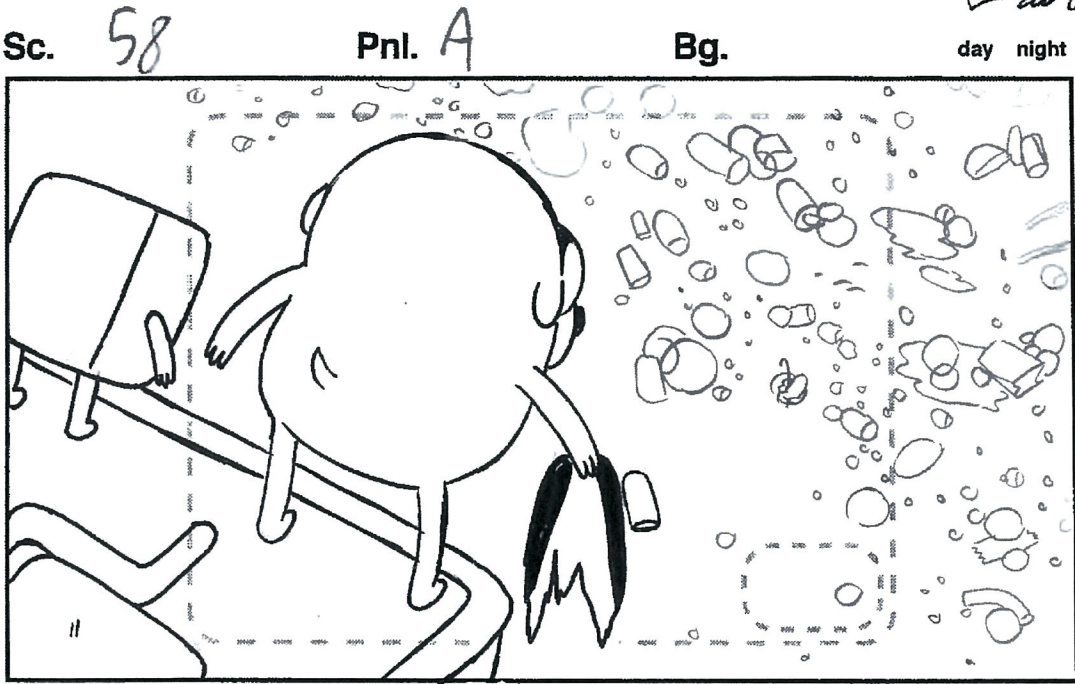
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Production:

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ADVENTURE TIME



Dialog:	(SING-SONG) RP: ... H I I I I ...	RP: (SINGING TO HERSELF) WAITING FOR A FELLA MADE OF FLESH AND BONE, BEEN SITTING HERE SO LONG ALL ALONE.
Action:	- JAKE SEES RAGGEDY PRINCESS IN THE VALLEY BELOW.	- RAGGEDY PRINCESS SITTING IN A PUDDLE OF DIRTY WATER THAT'S COLLECTED INSIDE A BROKEN UMBRELLA. MAR 03 2016 - RP SINING TO HERSELF.
Timing:		

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ADVENTURE TIME



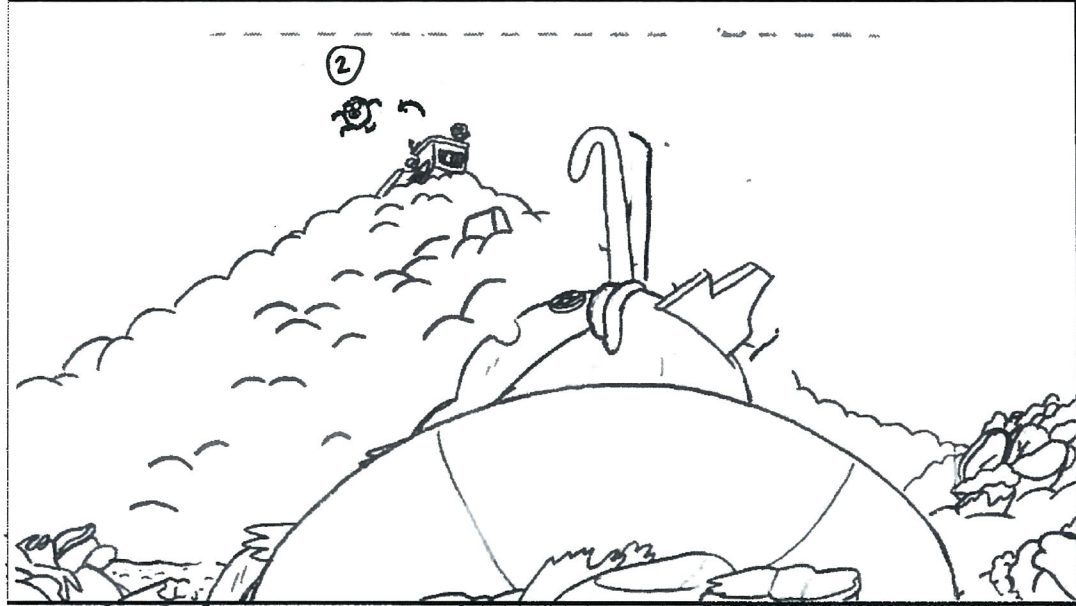
Page 104

Sc. 59 A

Pnl. A

Bg.

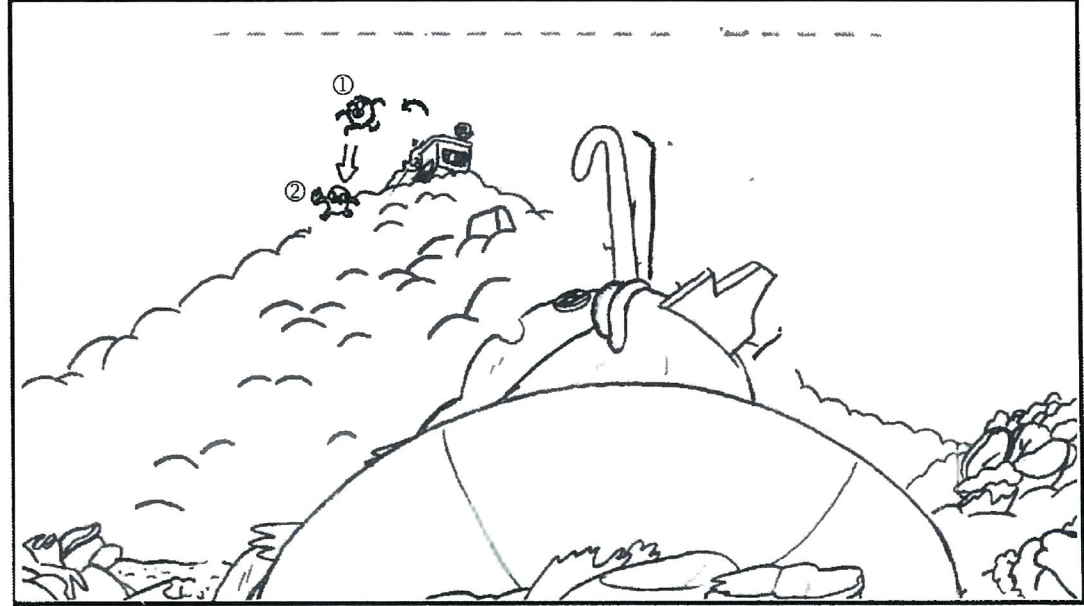
day night



Sc. 59 A *cont* Pnl. B

Bg.

day night



Dialog:

J: RAGGEDY PRINCESS!

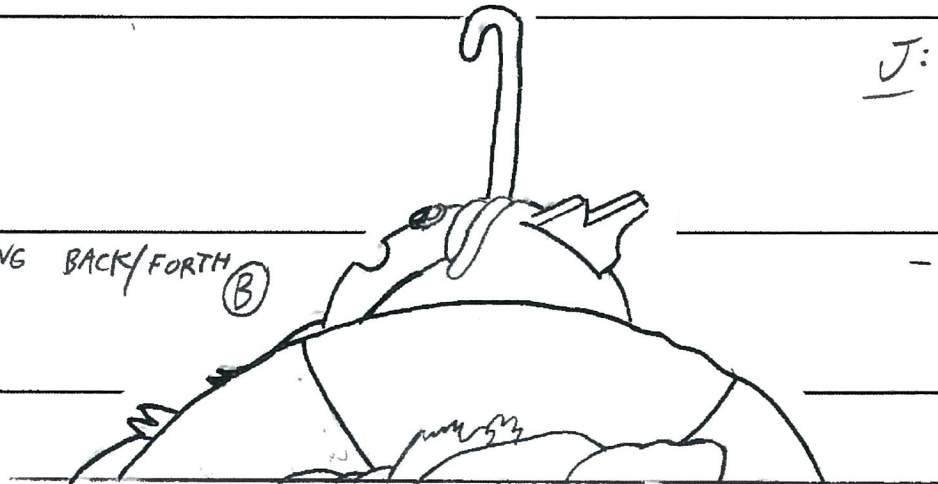
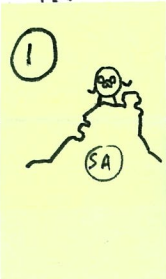
Action:

RP ROCKING BACK/FORTH (B)

- JAKE RUNS TO RAGGEDY PRINCESS HOLLERING

MAR 03 2016

Timing:



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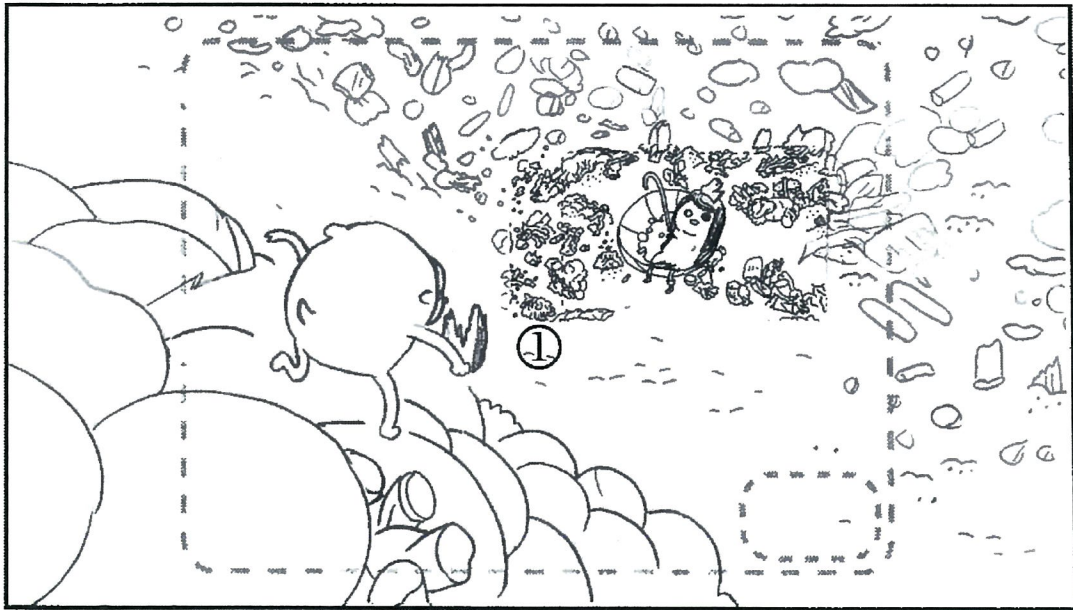
1042 247

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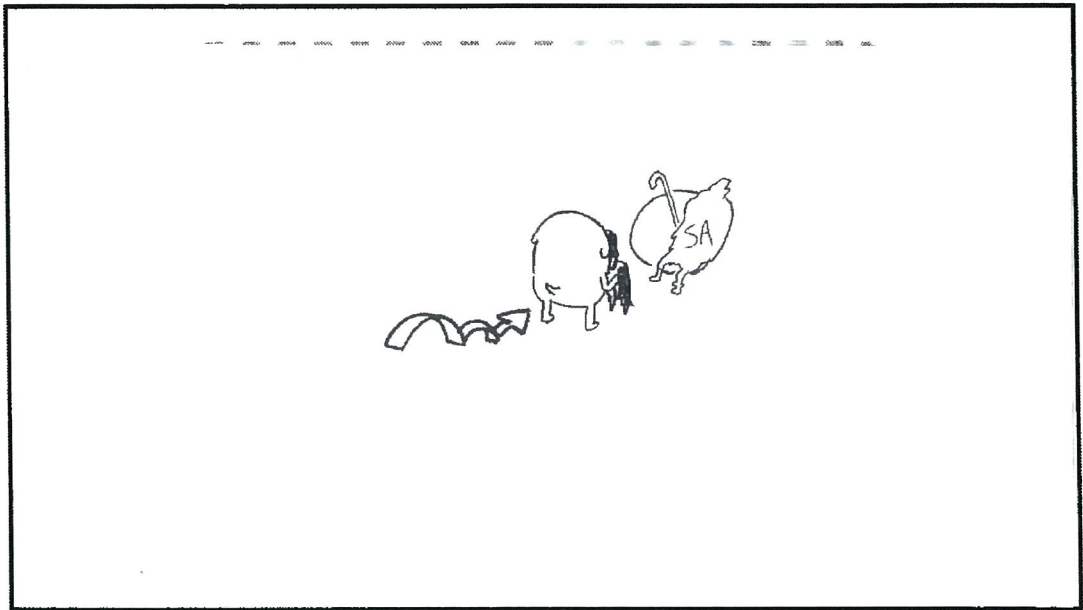
ADVENTURE TIME



Sc. 60 Pnl. A Bg. day night



Sc. 60 CONT Pnl. B Bg. day night



Dialog:

Action: - J. RUNS UP TO RAGGEDY PRINCESS. MAR 03 2016

Timing:

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Production:

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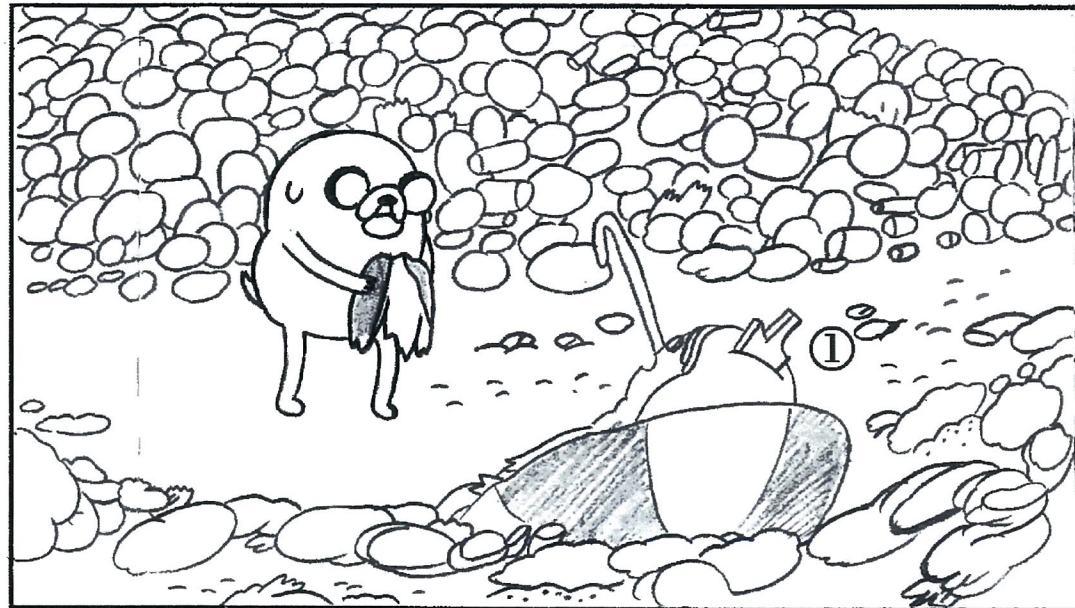
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ADVENTURE TIME

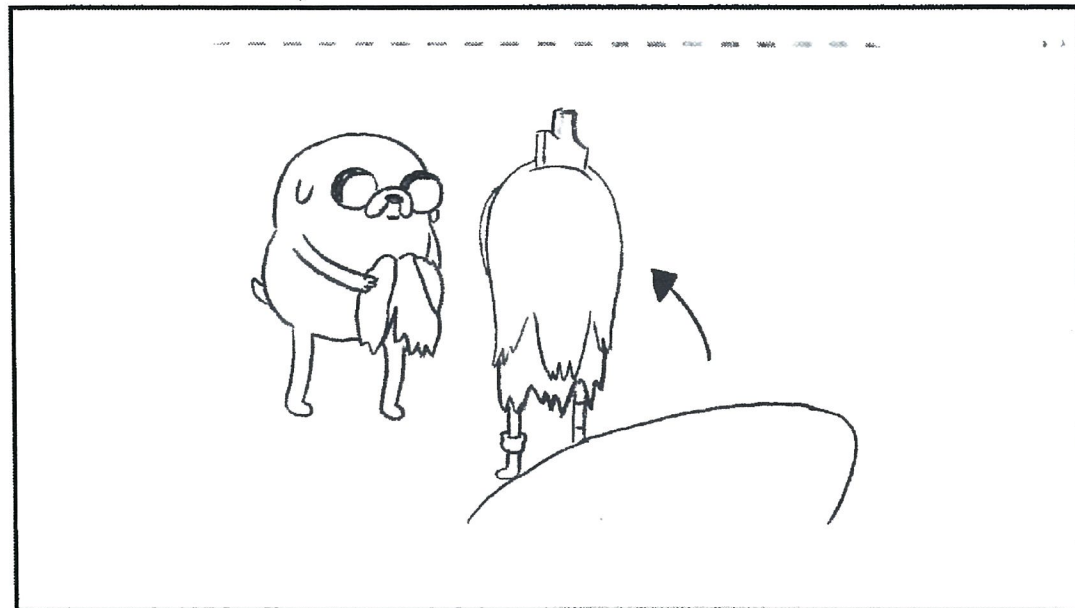


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Sc. 61 Pnl. A Bg. day night



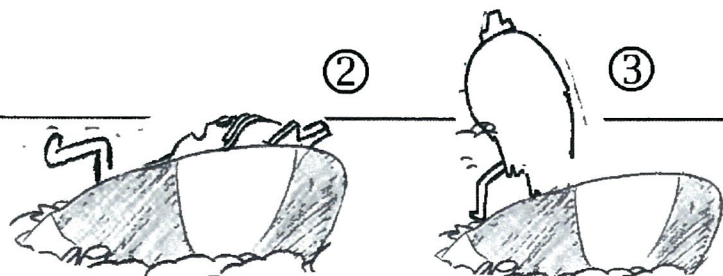
Sc. 61 ~~cont~~ Pnl. B Bg. day night



Dialog: J: CAN YOU PATCH THIS BEACH BALL?

Action: - RP STANDS UP.

Timing:



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ADVENTURE TIME

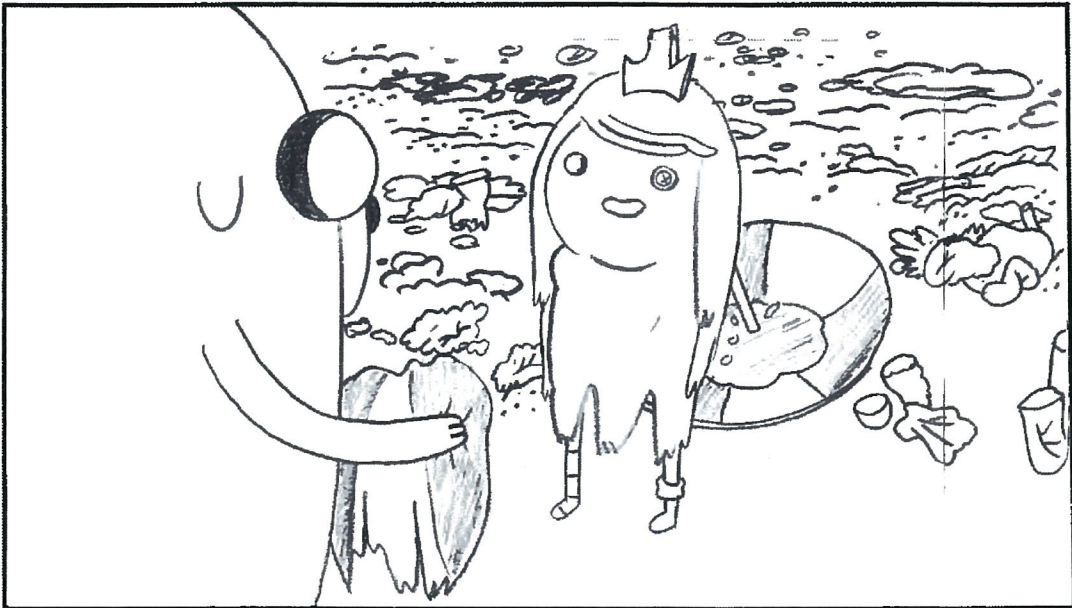


Sc. 62

Pnl. A

Bg.

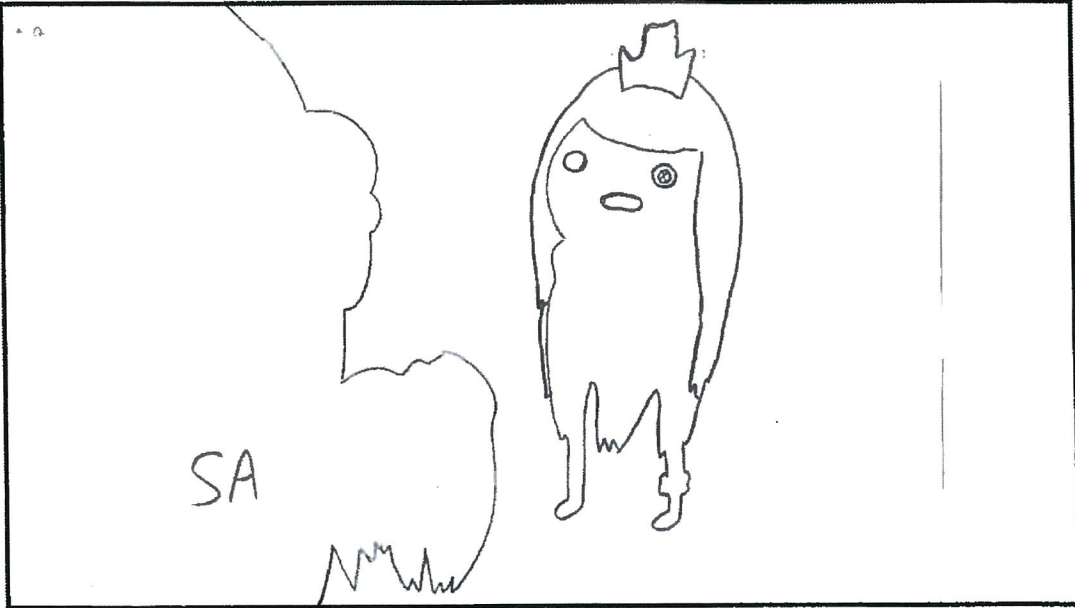
day night



Sc. 62 CONT

Pnl. B

Bg.



Page 107
107A NEXT
day night

Dialog:	<p><u>RP:</u> LOOKS LIKE THAT BALL REQUIRES A RUBBER PATCH.</p>	<p><u>RP:</u> AND RUBBER IS A MOST DIFFICULT MATERIAL TO WORK WITH, most ADHESIVES DON'T ADHERE PROPERLY.</p>
Action:		
Timing:		

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ADVENTURE TIME



Sc. 62 A

Pnl. A

Bg.

day night



Sc. 62 A *cont* Pnl. B

Bg.



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108 NET
day night

Dialog:	<u>RP:</u> RUBBER SHRINKS, STRETCHES, AND FLOPS AROUND...
Action:	MAR 03 2016
Timing:	

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EPISODE #

Production:

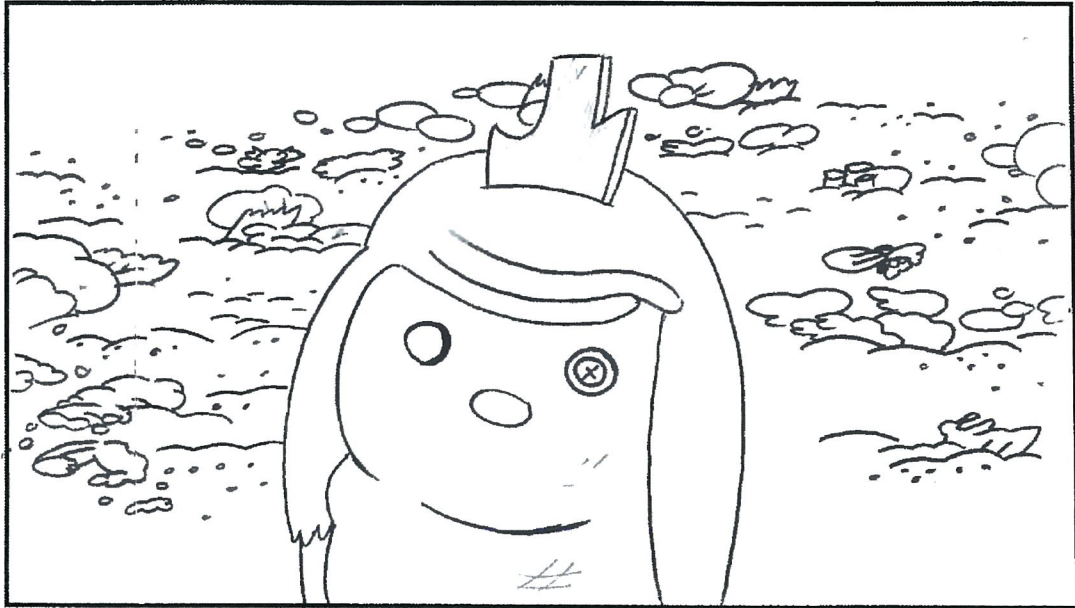
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1042 247

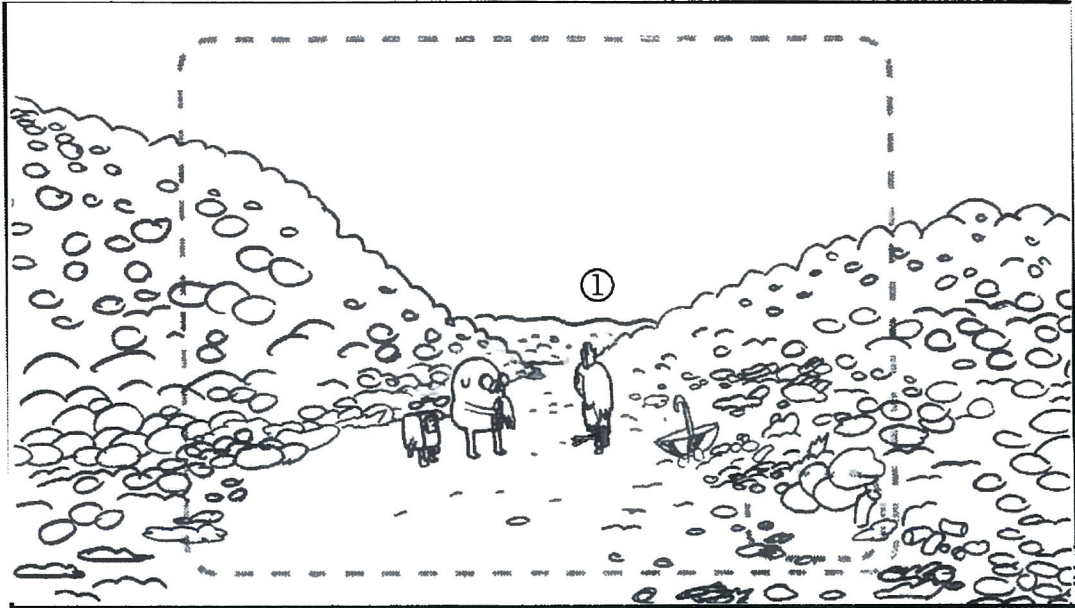
ADVENTURE TIME




Sc. 63 Pnl. A Bg. day night



Sc. 64 Pnl. A Bg. day night



Dialog:	RP: BUT! IN MY KINGDOM, EVERYTHING CAN BE FOUND IF YOU POKE AROUND ENOUGH.	RP: So THERE'S AN UNDATED BEACH BALL HERE... SOMEWHERE.
Action:	 MAR 03 2016	
Timing:		

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Production:

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ADVENTURE TIME

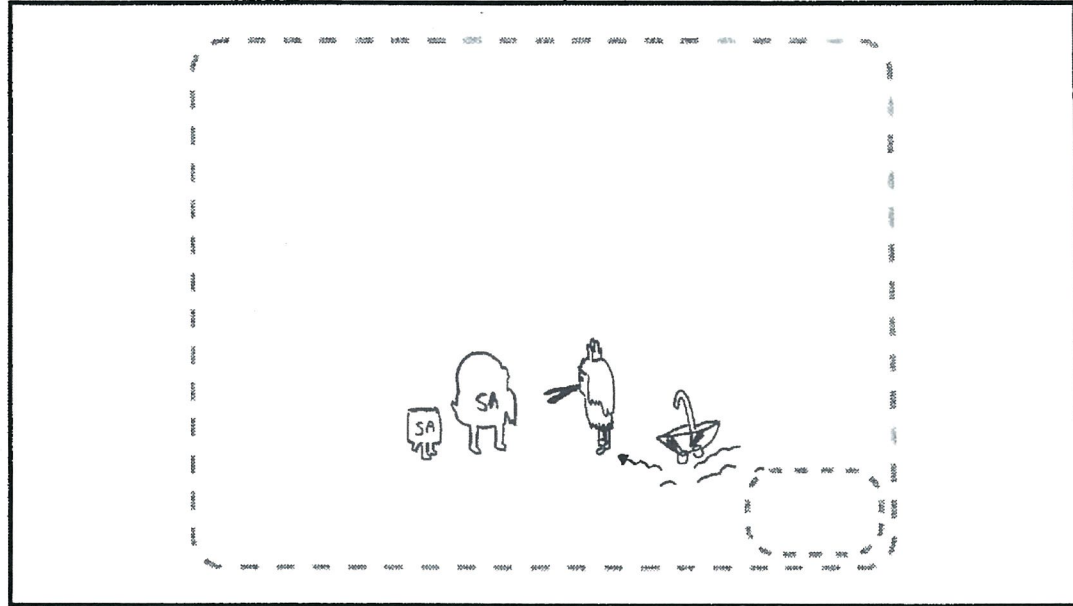


Page 109

Sc. 64 cont Pnl. B

Bg.

day night

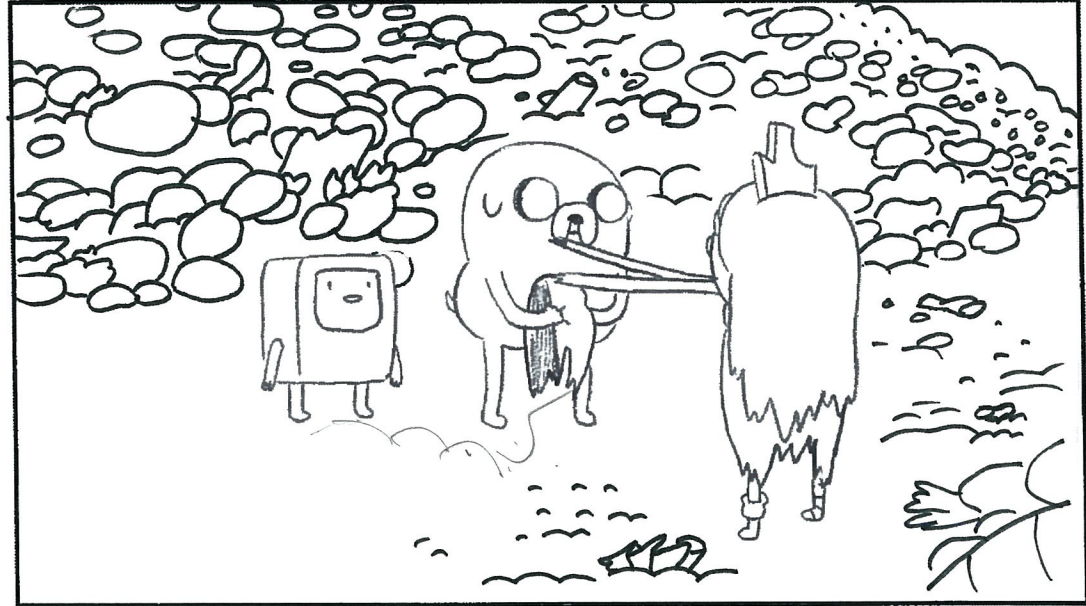


Sc. 65

Pnl. A

Bg.

day night

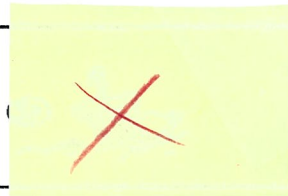


Dialog:

RP: HERE! (MOUTH FULL)

Action:

RP GRABS STICK FROM PILE WITH HER MOUTH.



MAR 03 2016

Timing:

EPISODE # 1042-247

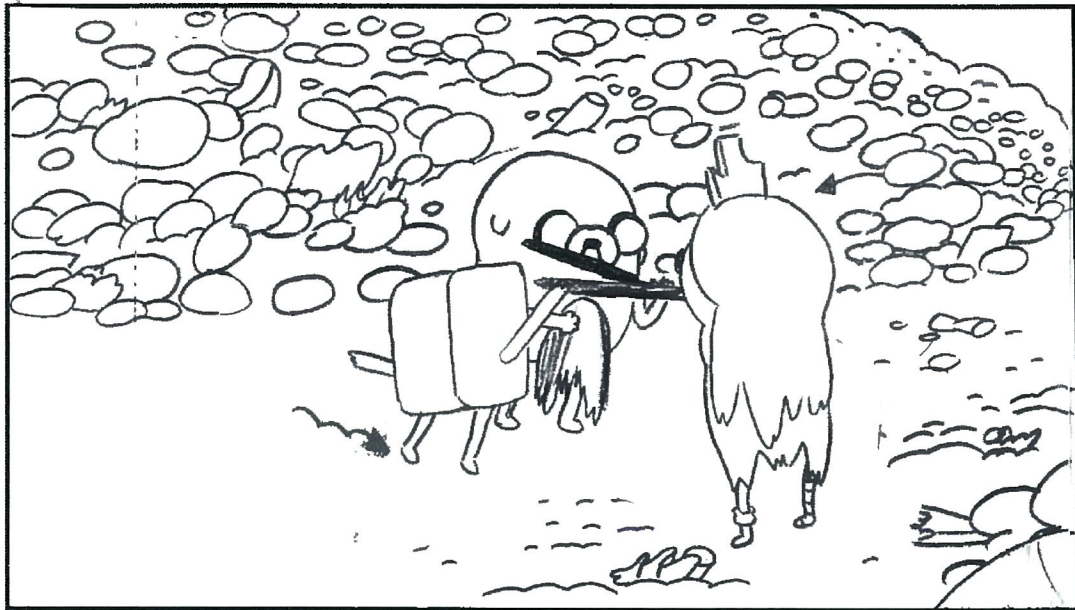
Production:

ADVENTURE TIME

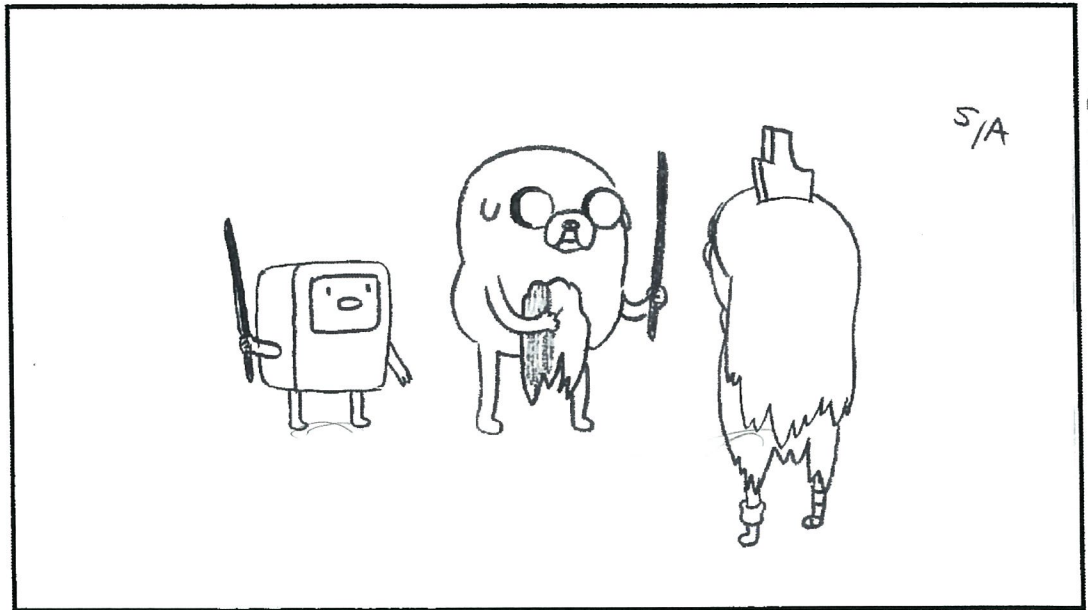


Page 110

Sc. 65 cont Pnl. B Bg. day night



Sc. 65 cont Pnl. C Bg. day night



Dialog:	RP: HAVE SOME POKING STICKS. (MOUTH FULL)
Action:	
Timing:	

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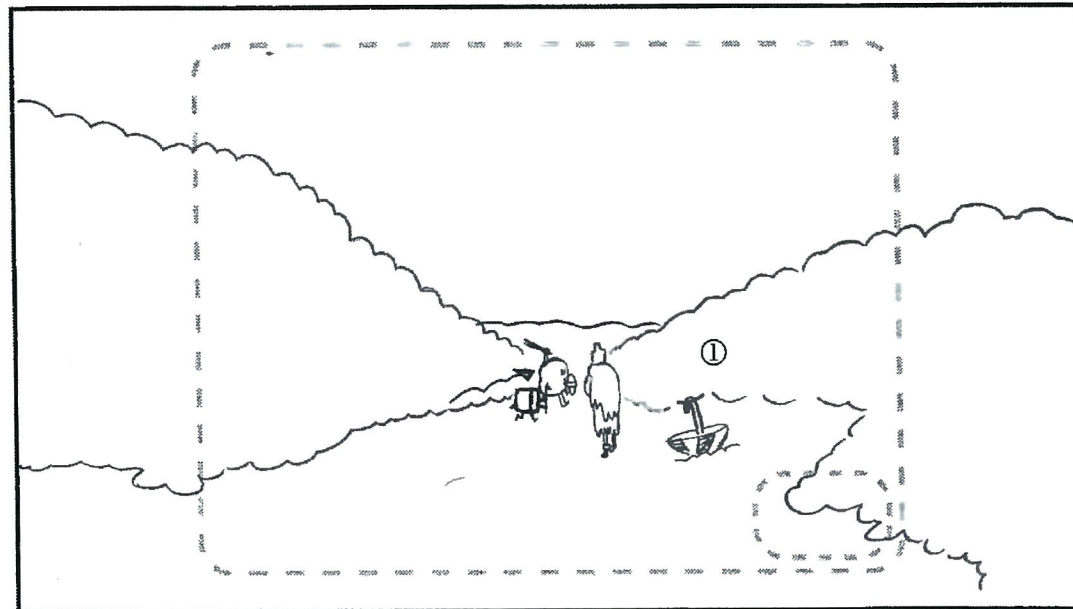


Page 111

Sc. 65 cont Pnl. D Bg. day night



Sc. 66 Pnl. A Bg. day night



Dialog:

J: C'MON, BMO.

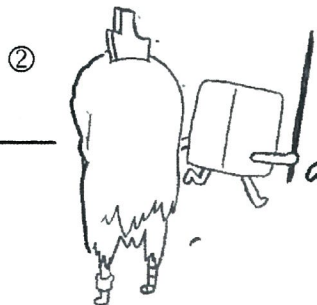
BMO: FOR JAAAMES!

Action:

- BMO AND JAKE RUNN OFF.

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Timing:



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ADVENTURE TIME

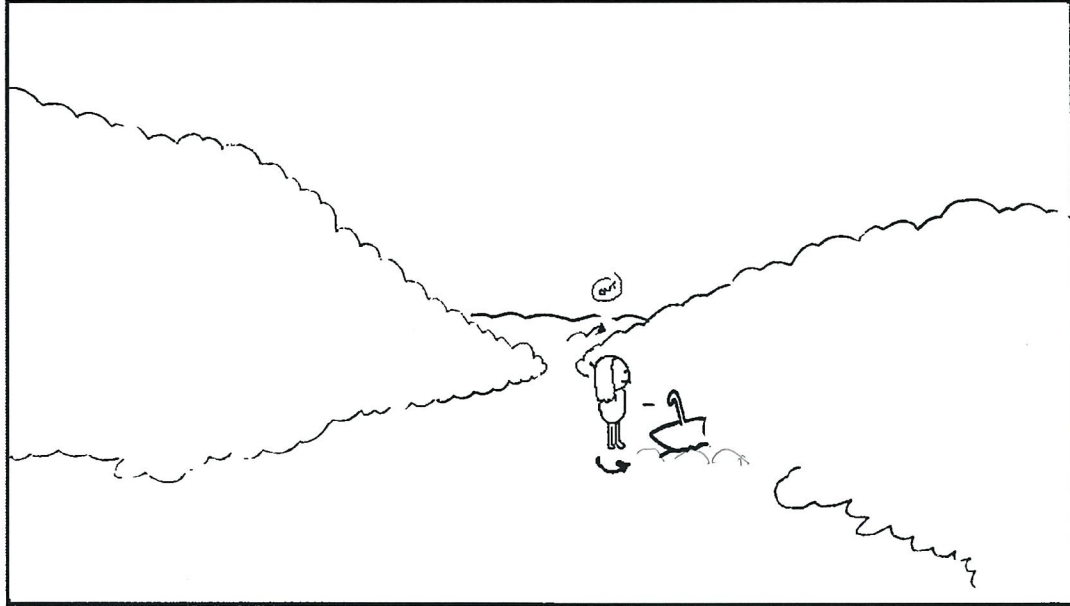


Page 112

Sc. 66 cont Pnl. B

Bg.

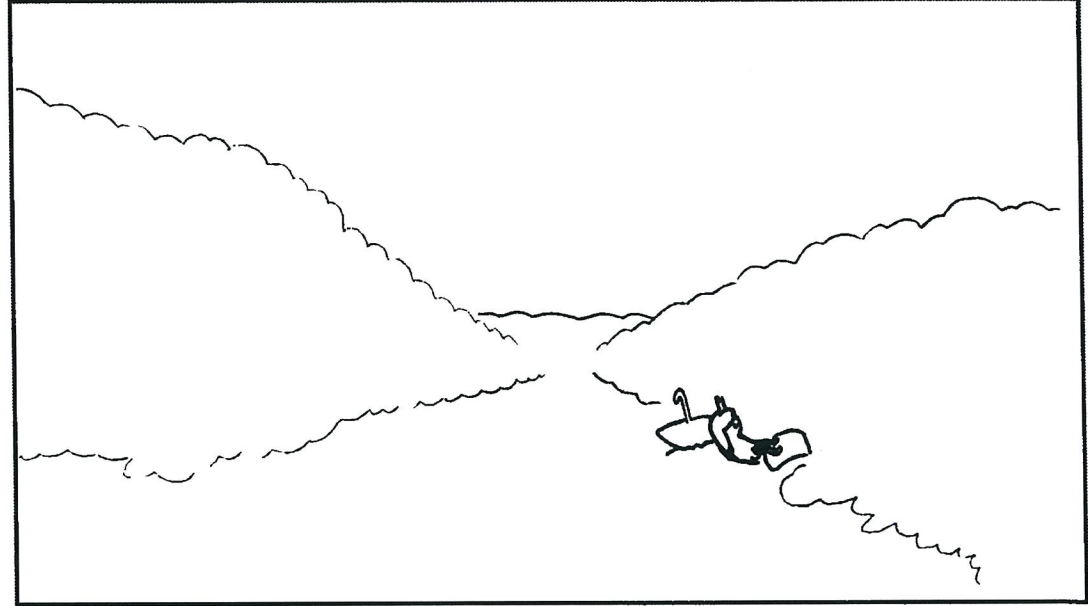
day night



Sc. 66 cont Pnl. C

Bg.

day night



Dialog:

Action: - RP CHECKS UNDER A NEARBY BLANKET.

MAR 03 2018

Timing:



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ADVENTURE TIME

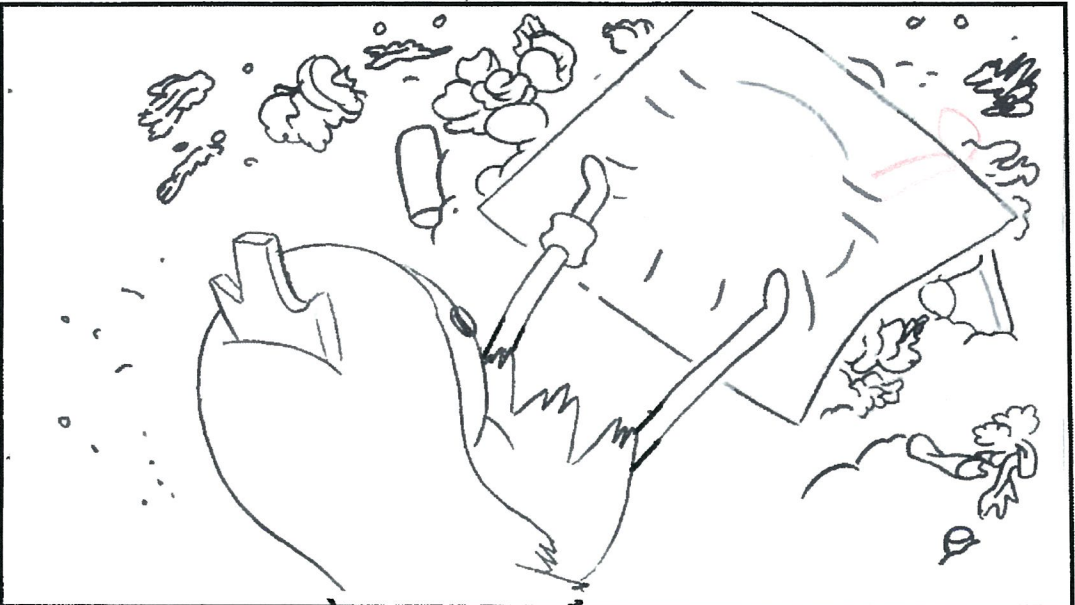


Sc. 67

Pnl. A

Bg.

day night

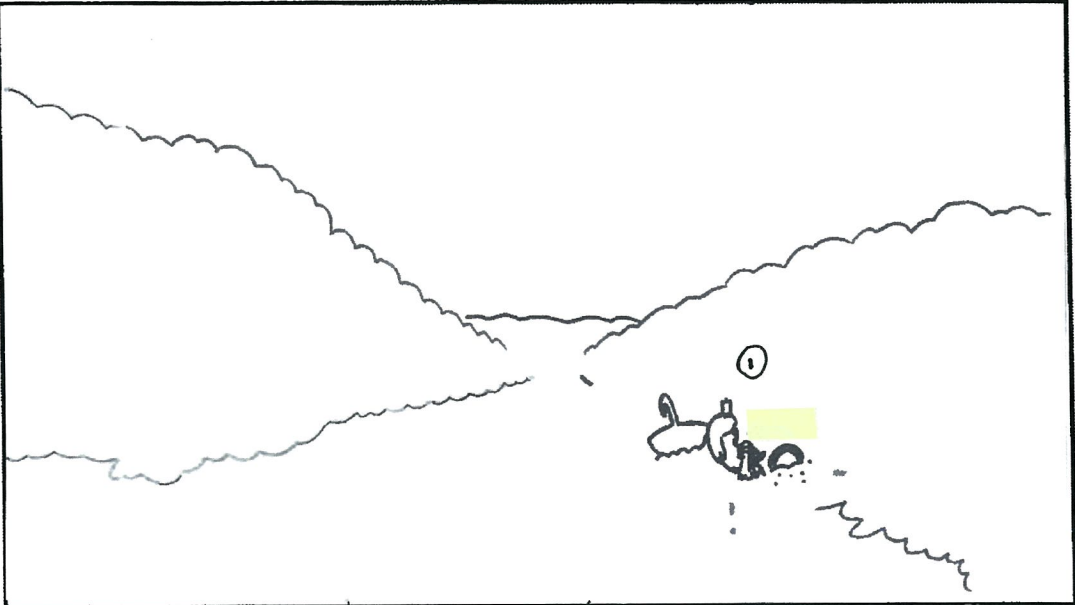


Sc. 68

Pnl. A

Bg.

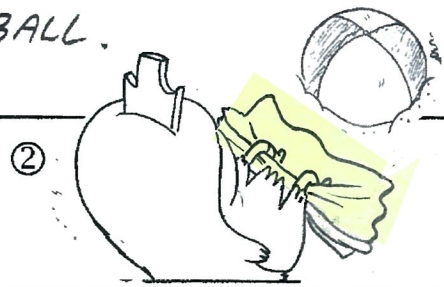
day night



Dialog:

Action: - RP SEES A PERFECT JAMES BAXTER BEACH BALL. - RP. COVERS IT BACK UP.

Timing:



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EPISODE #

Production:

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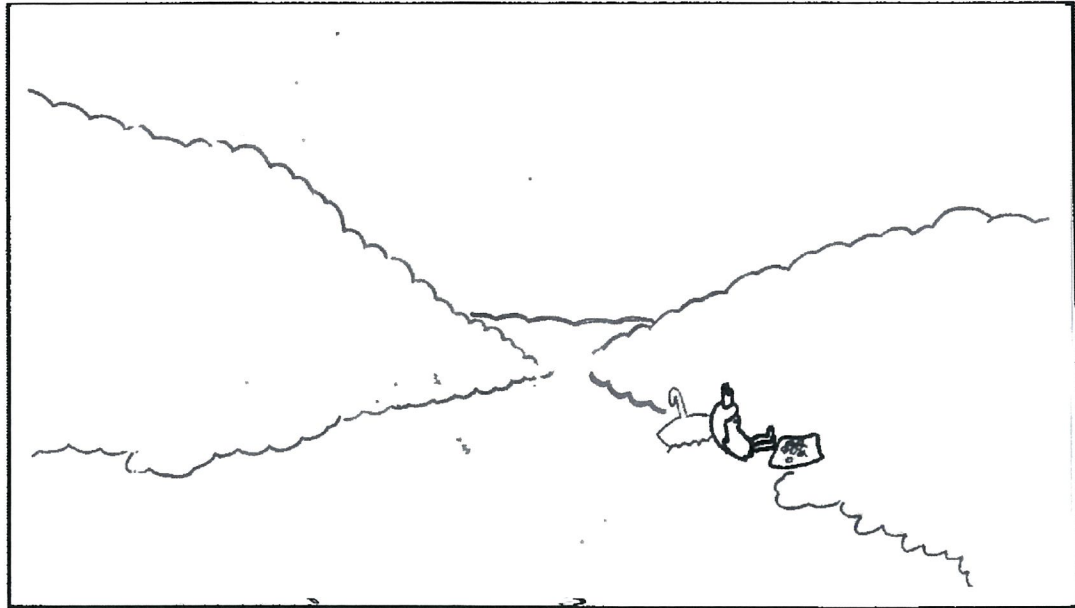
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ADVENTURE TIME

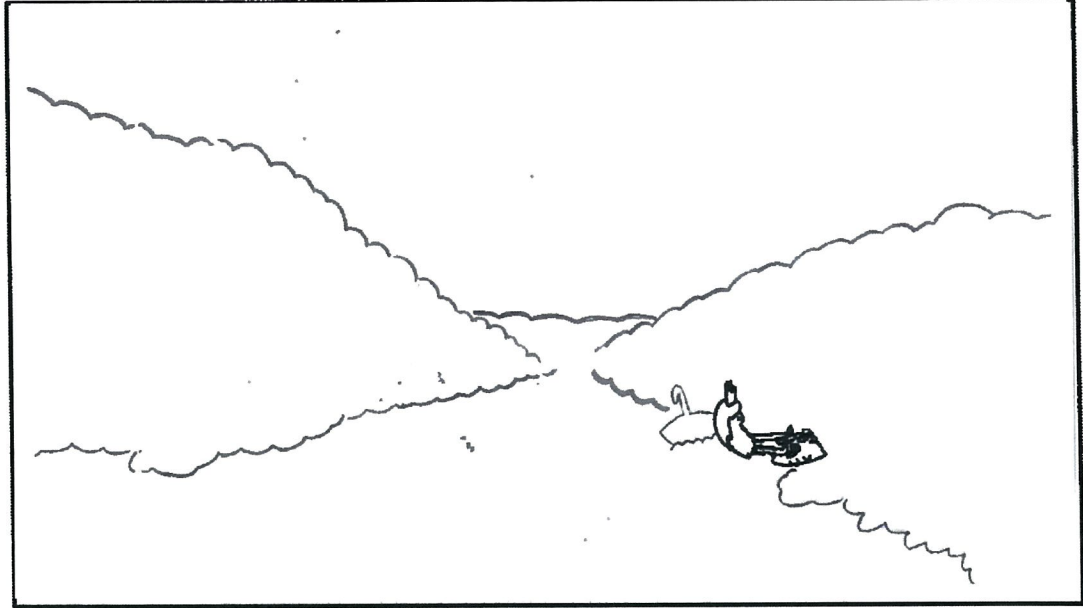


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Sc. 68 *cont* Pnl. B Bg. day night



Sc. 68 *cont* Pnl. C Bg. day night



Dialog:	
Action:	KICKS SOME TRASH ON TOP OF IT.
Timing:	

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Production:

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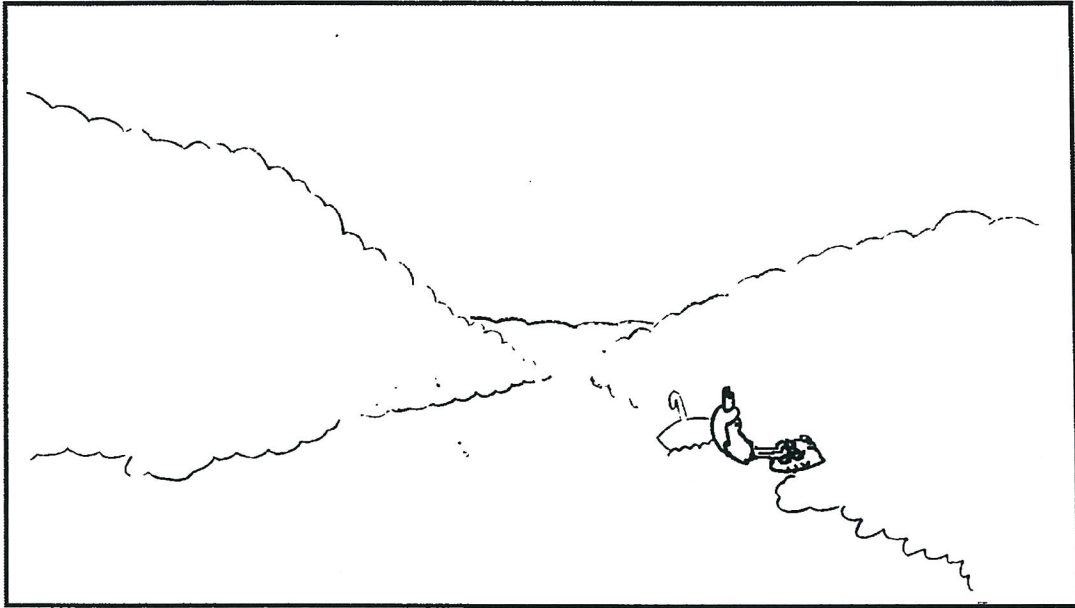
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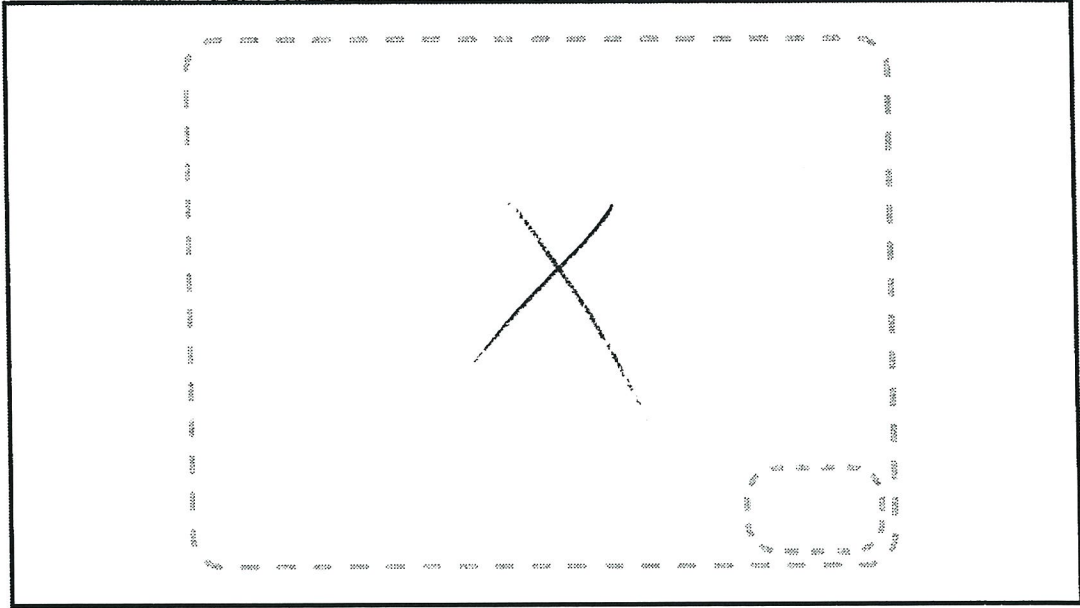
ADVENTURE TIME



Sc. **68 cont** Pnl. **D** Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

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Production:

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ADVENTURE TIME



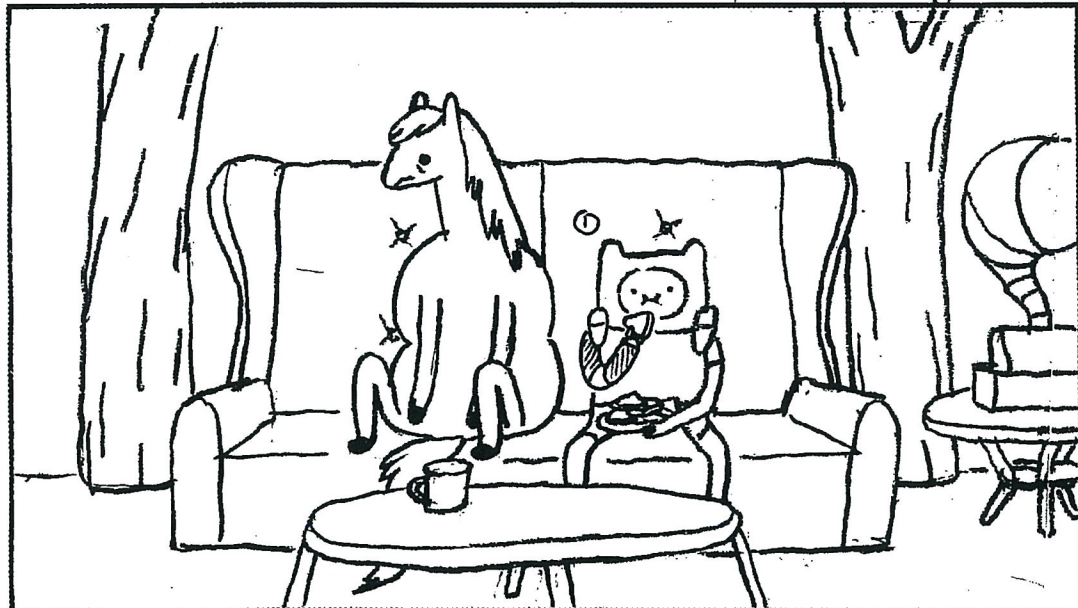
Page 116

Sc. 69

Pnl. A

Bg.

day night

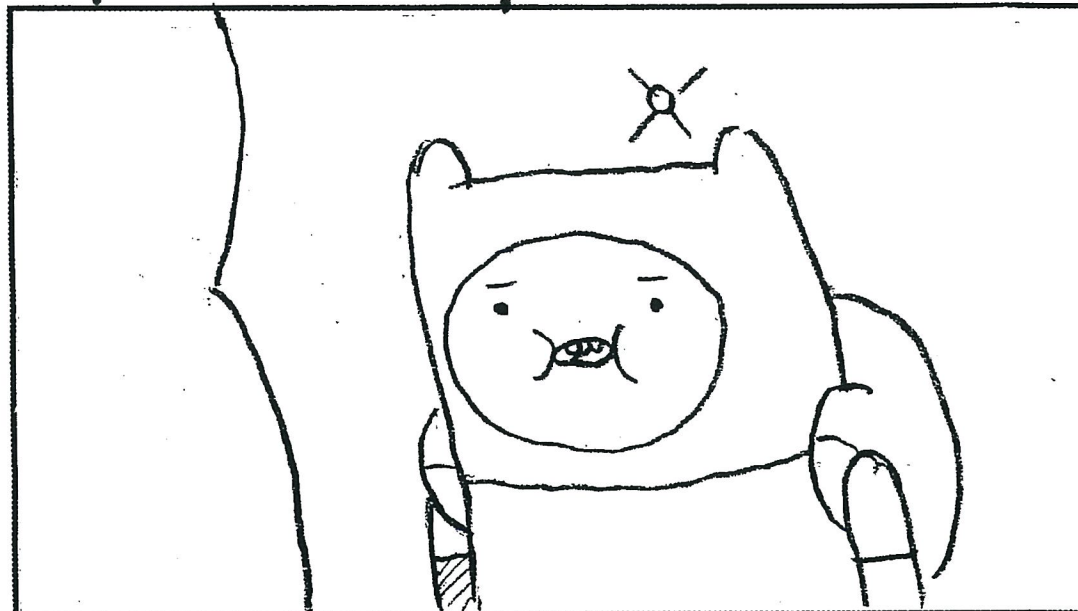


Sc. 70

Pnl. A

Bg.

day night



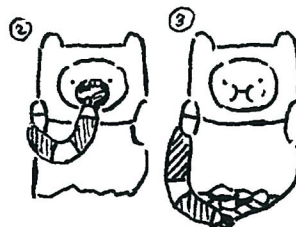
Dialog:

① : M M F, SANDWICH GOOD
③ (MOUTH FULL)

① : ALMOST AS GOOD AS JAMES BAXTER.

Action:

- F PUTS SANDWICH IN HIS MOUTH



Timing:

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Production:

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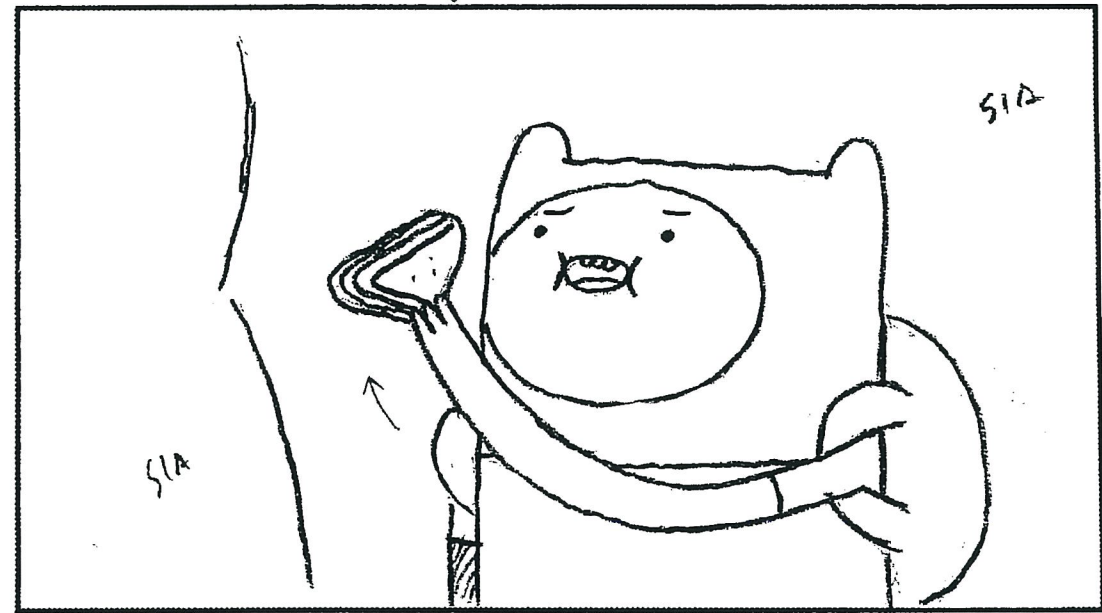
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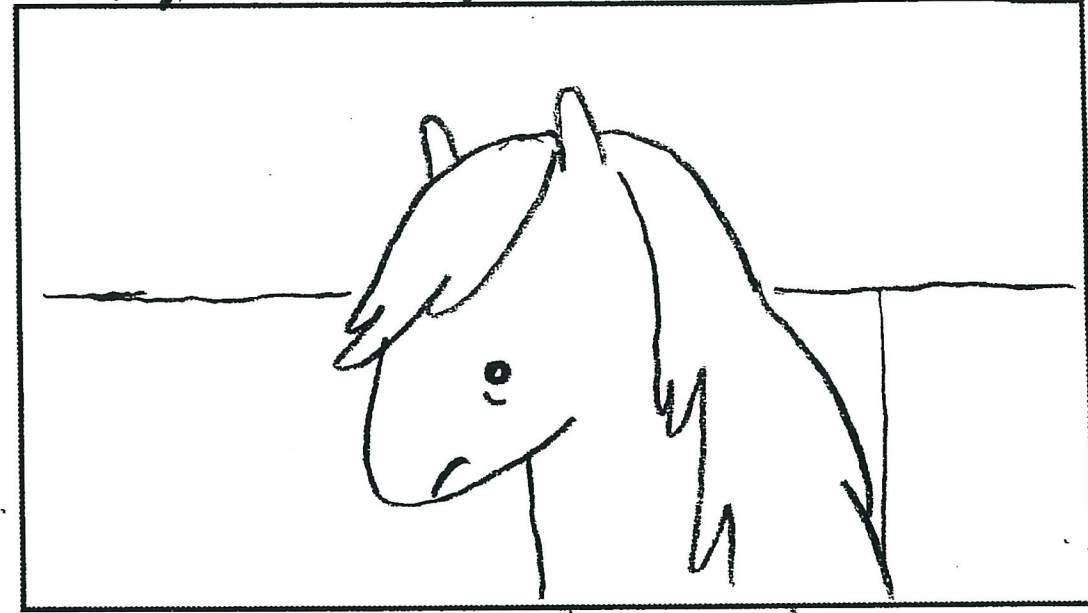
ADVENTURE TIME



Sc. 70 cont Pnl. B Bg. day night



Sc. 71 Pnl. A Bg. day night



Dialog:	F: WOULD YOU LIKE ANOTHER ONE, SIR?	F: hmmm? (S)
Action:	- F. OFFERS UP SANDWICH,	- F. LIFTS SANDWICH ON/S. - F. MOVES SANDWICH IN SMALL CIRCLE
Timing:	<div style="display: flex; justify-content: space-around; align-items: flex-end;"><div style="text-align: center;">① </div><div style="text-align: center;">② </div><div style="text-align: center;">③ </div></div> <div style="text-align: right; margin-top: 10px;">MAR 03 2016</div>	

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ADVENTURE TIME

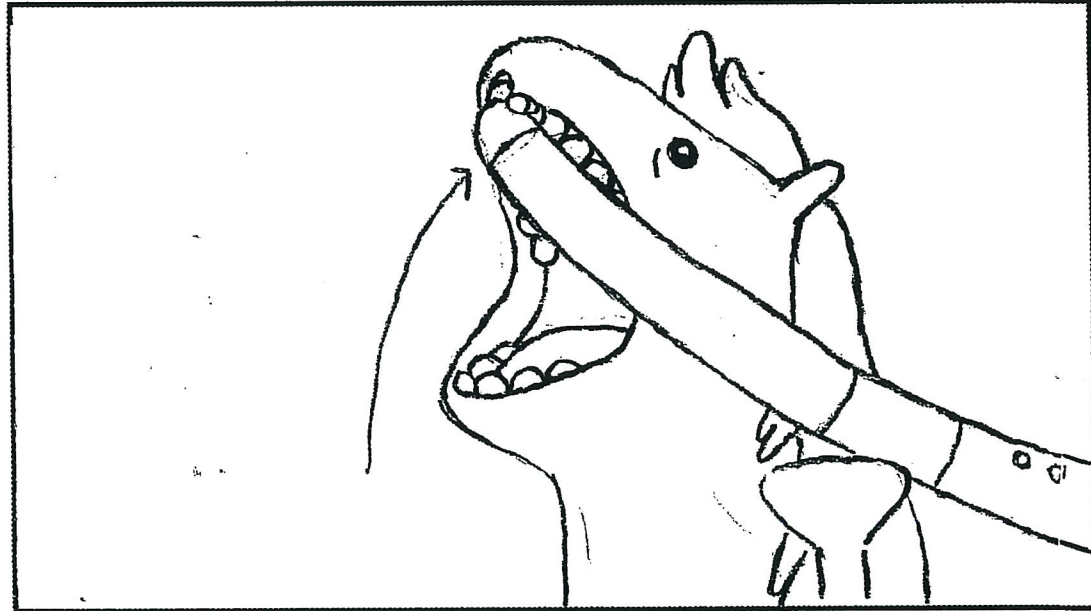


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Sc. 71 cont Pnl. B Bg. day night



Sc. 71 cont Pnl. C Bg. day night



Dialog:

Action:

- F. TOUCHES JB'S NOSE WITH ONE FINGER.

- F. LIFTS OPEN JB'S MOUTH.

MAR 03 2016

Timing:



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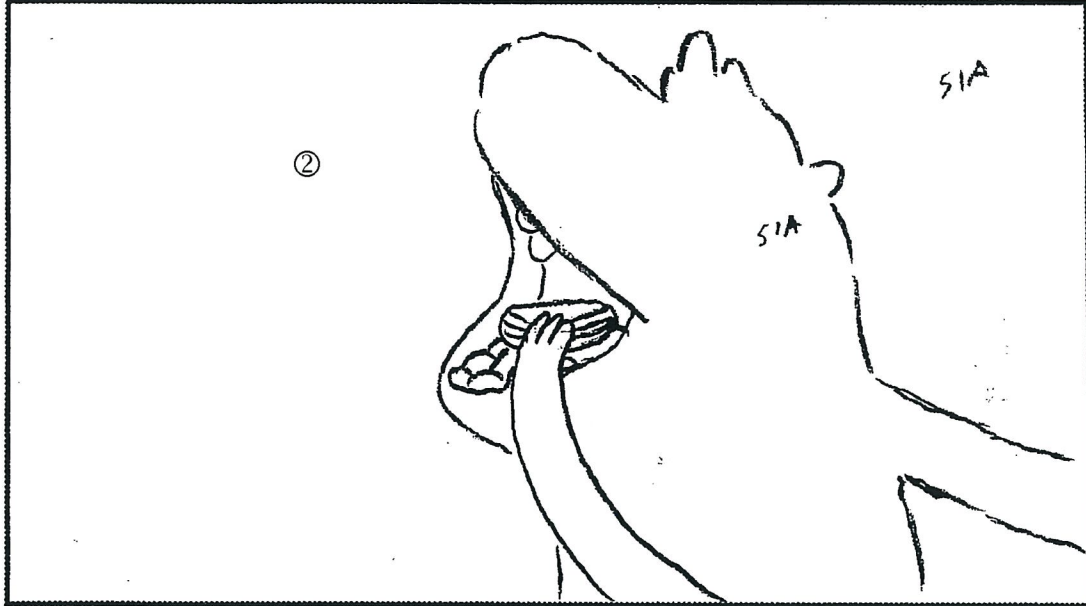
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ADVENTURE TIME

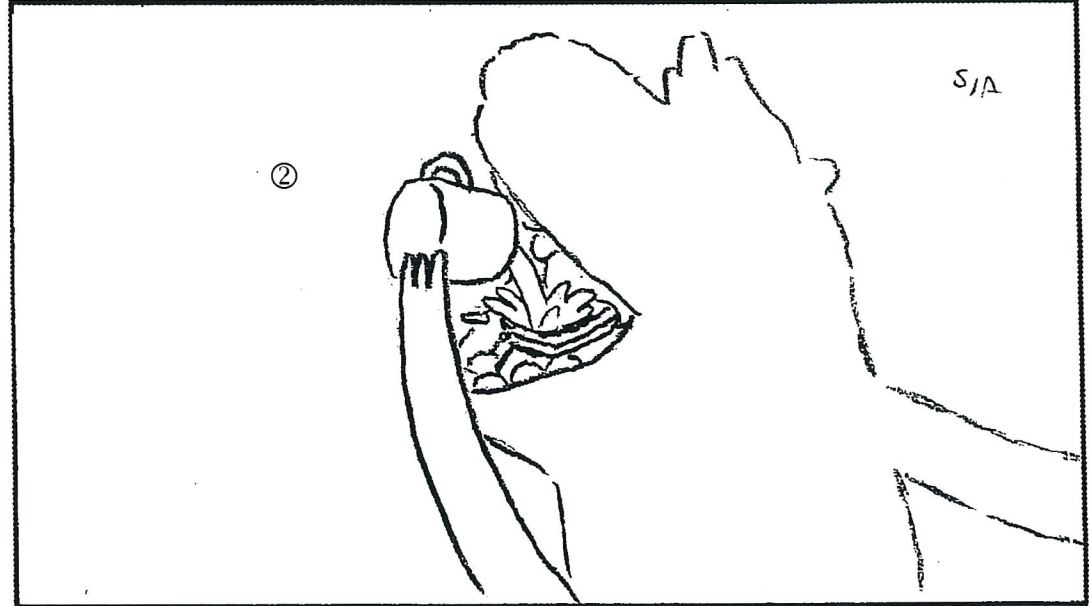


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Sc. 71 *CONT* Pnl. *D* Bg. day night



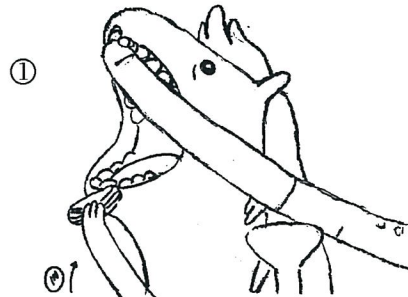
Sc. 71 *CONT* Pnl. *E* Bg. day night



Dialog:

Action:

- F. PLACES SANDWICH ON TONGUE.



- F POURS CUP'S CONTENTS ONTO SANDWICH.



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ADVENTURE TIME



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Sc. *7/cont*

Pnl. *F*

Bg.

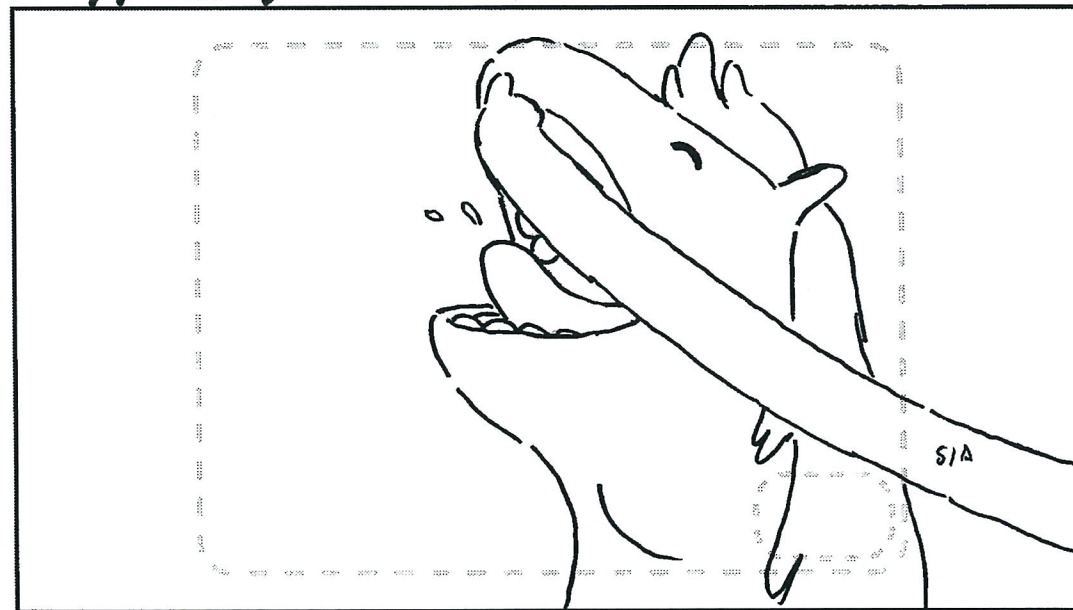
day night

Sc. *7/cont*

Pnl. *G*

Bg.

day night



Dialog:

*OB: *GLUCK**

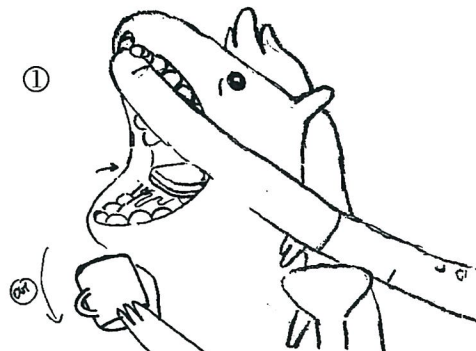
Action:

- SANDWICH SLIDES OUT OF VIEW.

- JB SWALLOWS

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Timing:



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ADVENTURE TIME



Sc. 71 cont Pnl. H Bg. day night

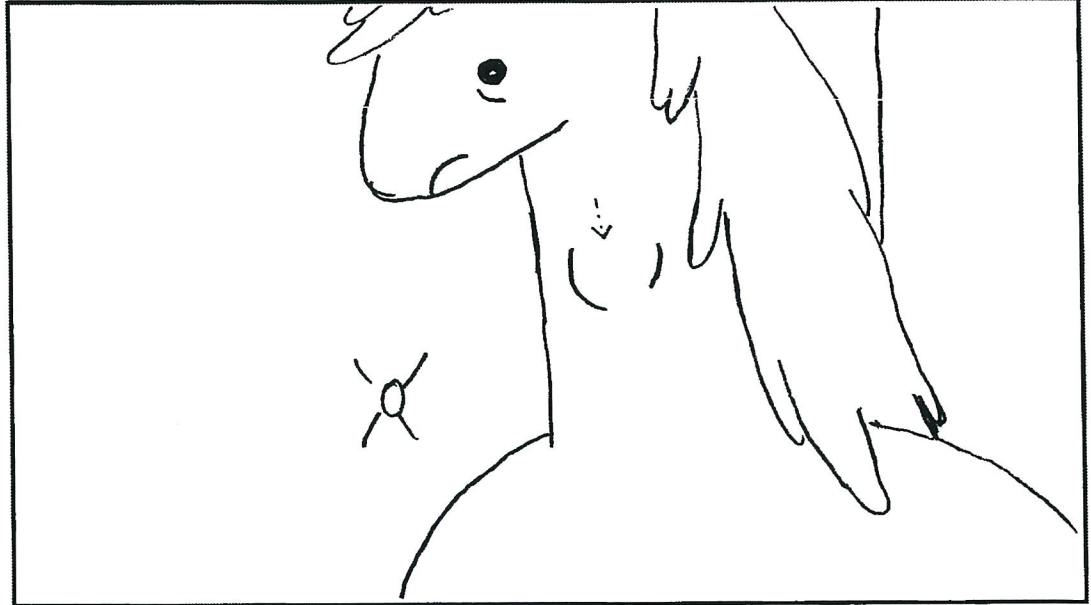


- ADJ. DOWN TO JB'S THROAT.

Timing:

MAR 03 2016

Sc. 71 cont Pnl. I Bg. day night



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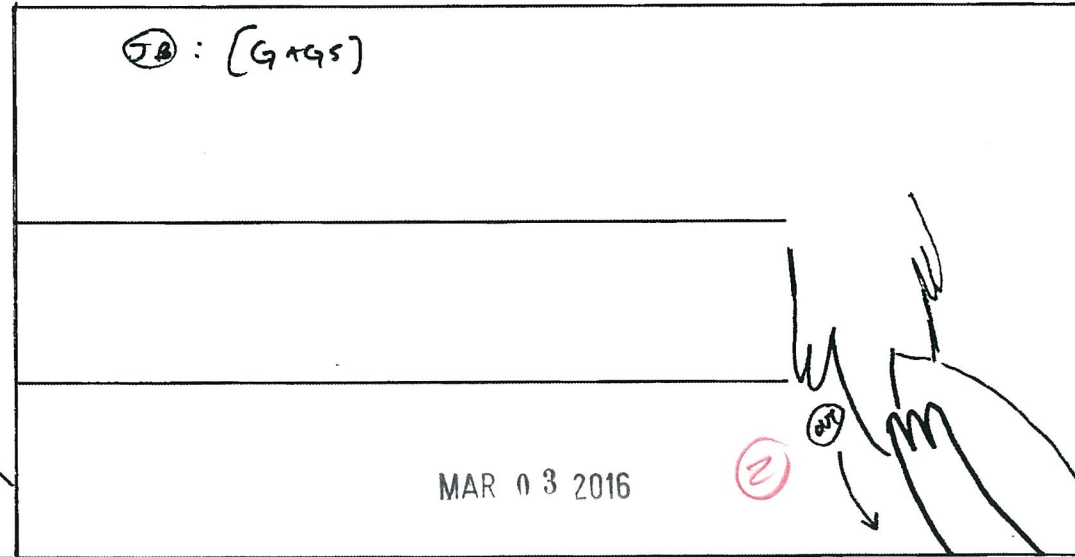
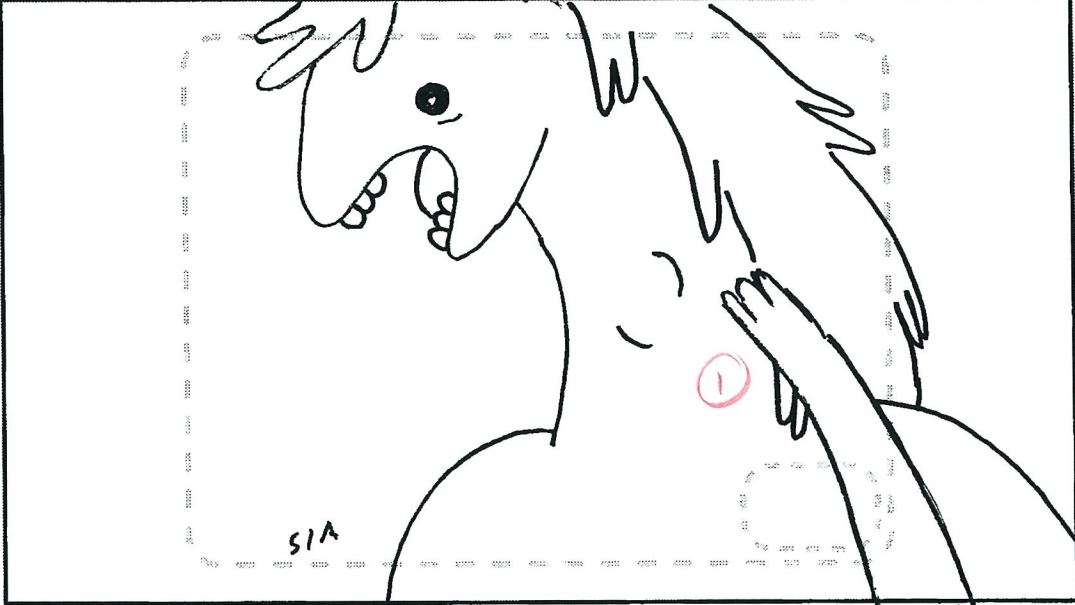
Sc. 71 cont Pnl. J Bg. day night



Dialog: F: GOOD..
Action: - F. MASSAGES LUMP.
Timing:



Sc. 71 cont Pnl. K Bg. day night

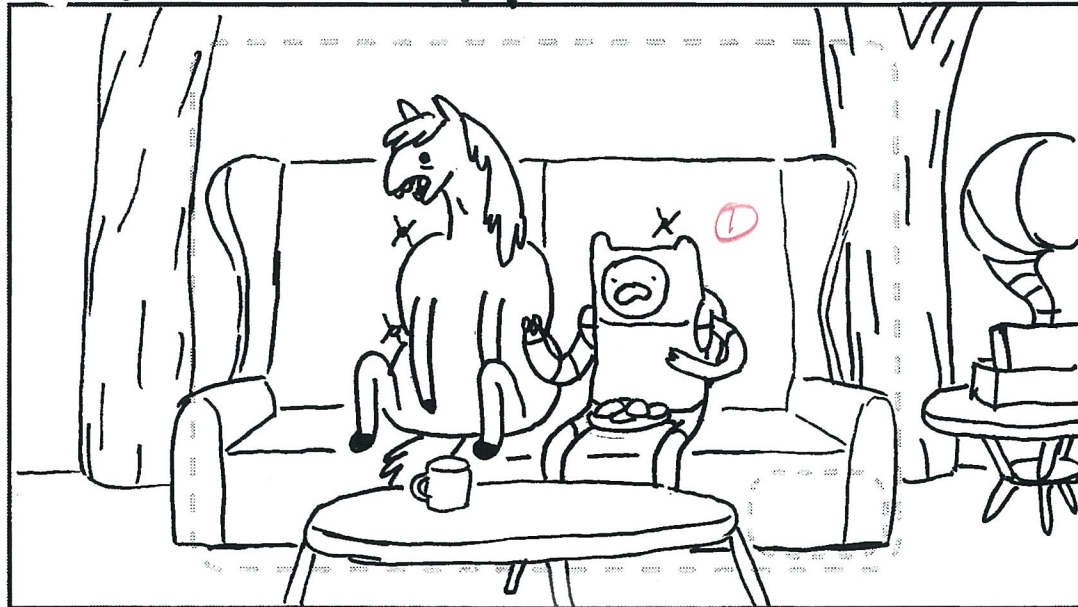


ADVENTURE TIME

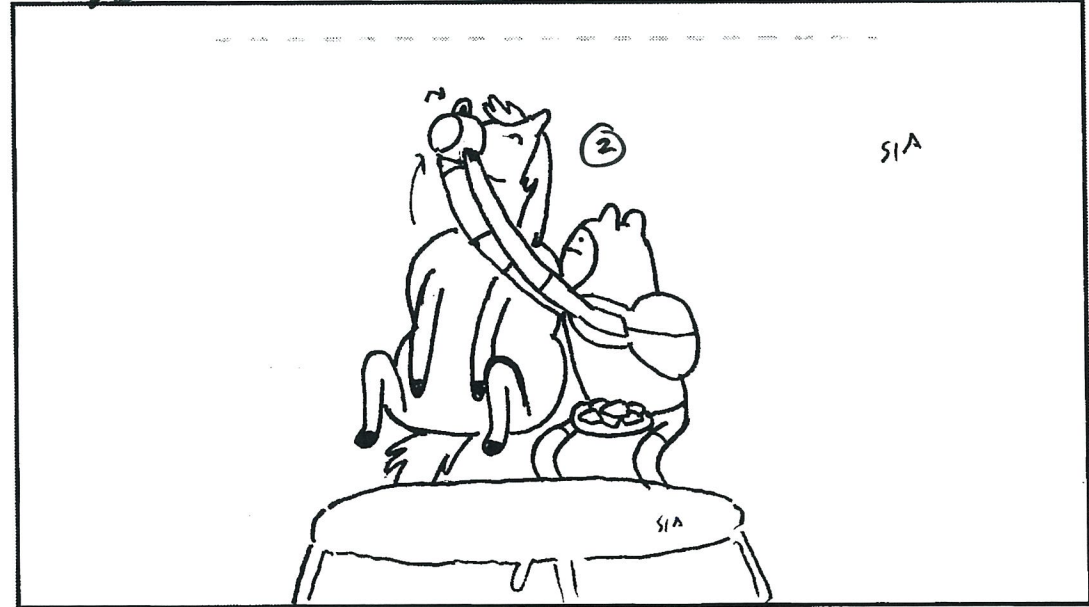


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Sc. **72** Pnl. **A** Bg. day night



Sc. **72 cont** Pnl. **B** Bg. day night



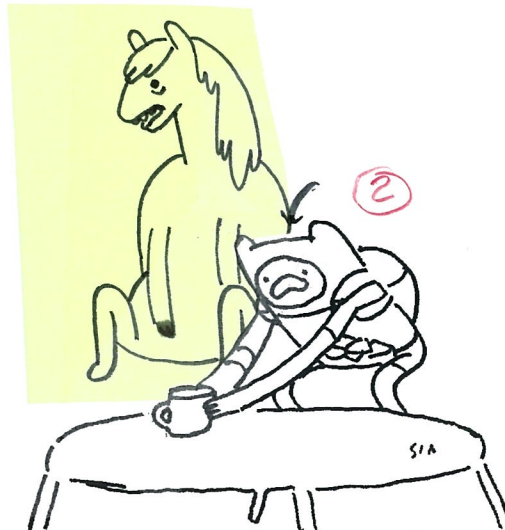
Dialog:

① OH MY GLOB
I'M SORRY,

Action:

- F. GRABS CUP.

Timing:



- F. POURS CUP
into JB's mouth

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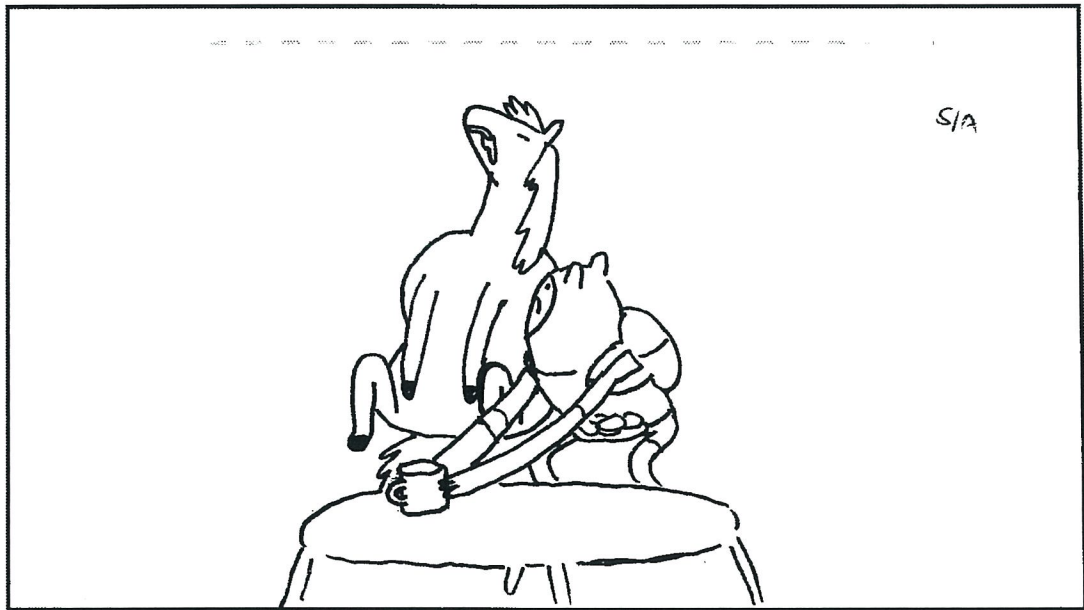
ADVENTURE TIME



Sc. 72 cont Pnl. C

Bg.

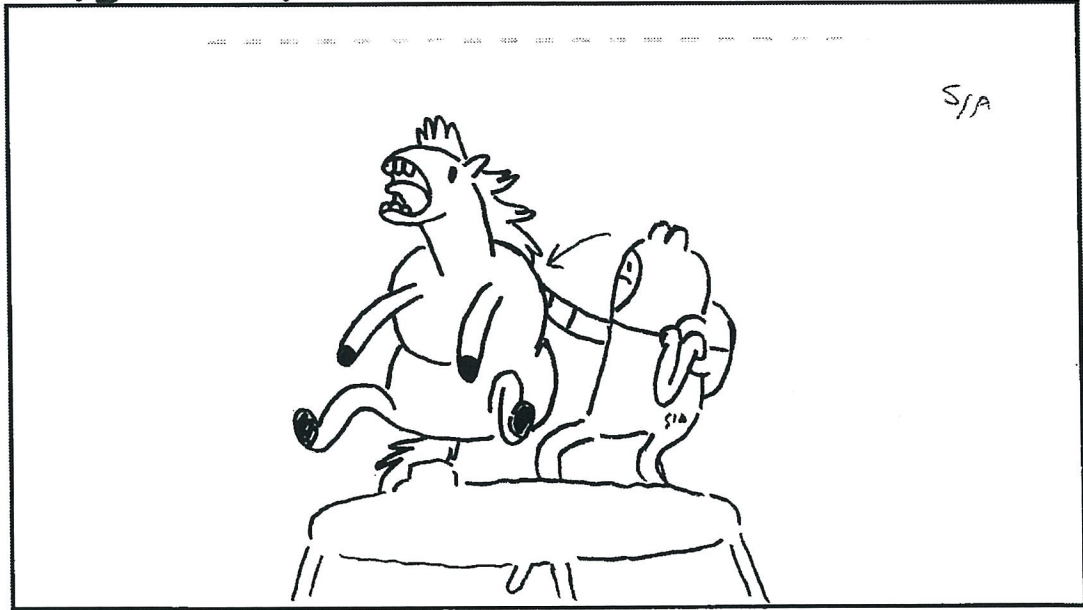
day night



Sc. 72 cont Pnl. D

Bg.

day night



Dialog:

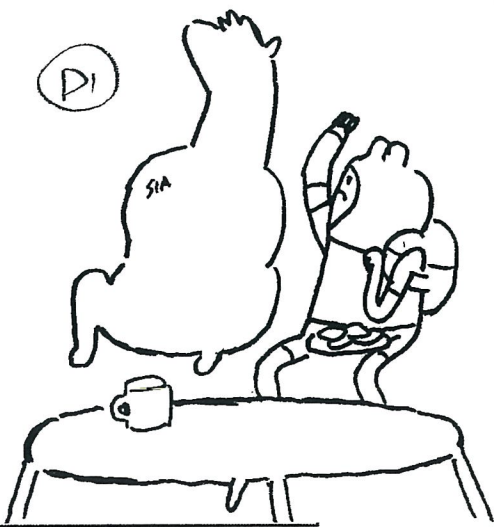
Action:

Timing:

SFX: * WHAP *

- F. PATS JB ON THE BACK.

MAR 03 2016



EPISODE # 1042-247

1042 247

1042 247

1042 247

ADVENTURE TIME



Page **125**

Sc. **72 cont** Pnl. **E**

Bg.

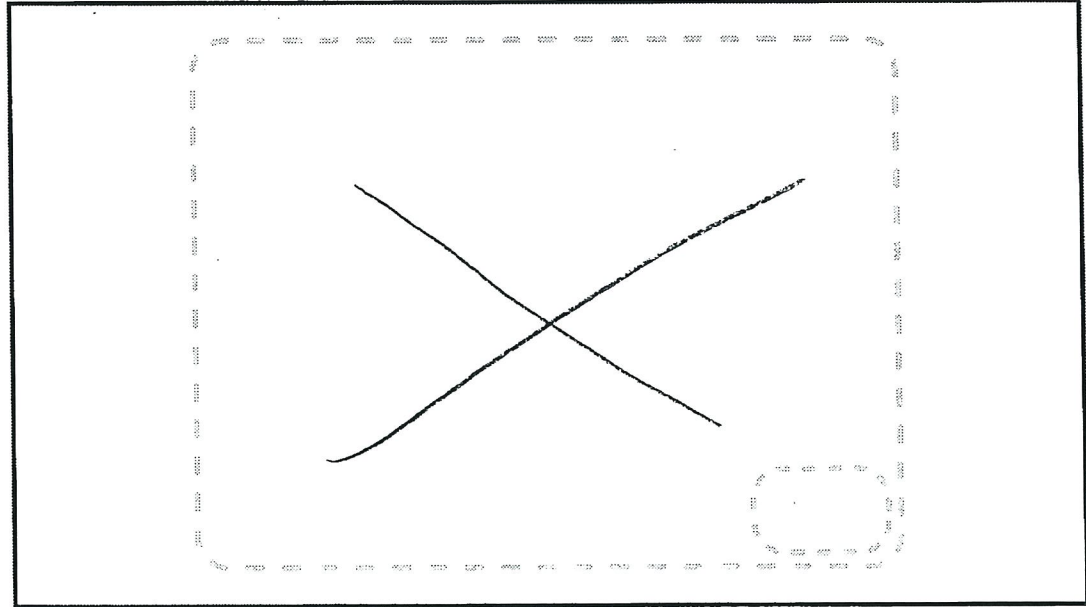
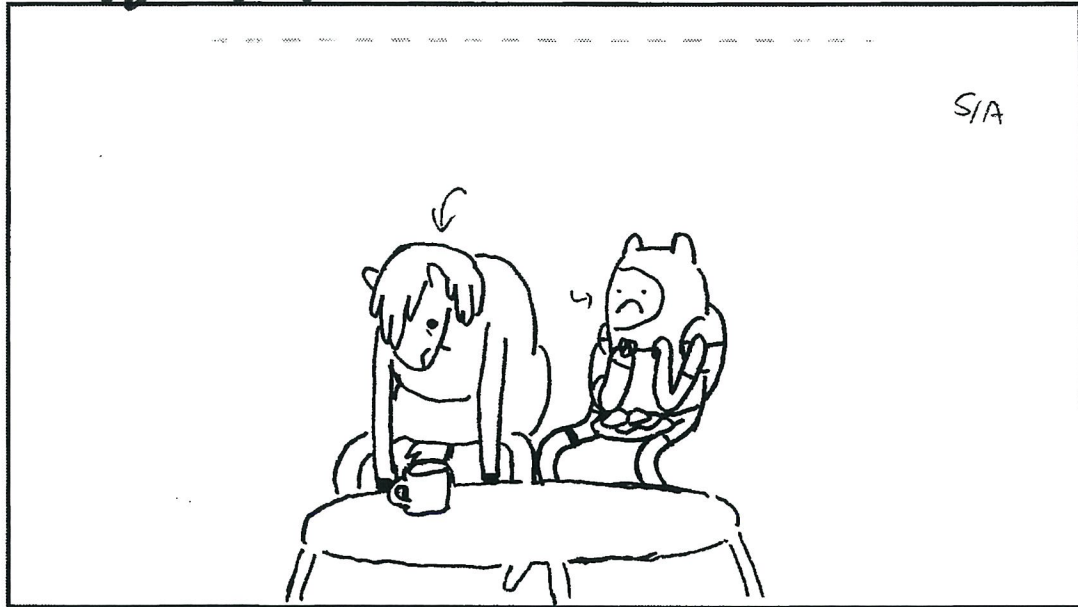
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

-JB SLUMPS FORWARD.

Timing:

MAR 03 2016

1042-247

EPISODE #

Production:

1042 247

1042 247

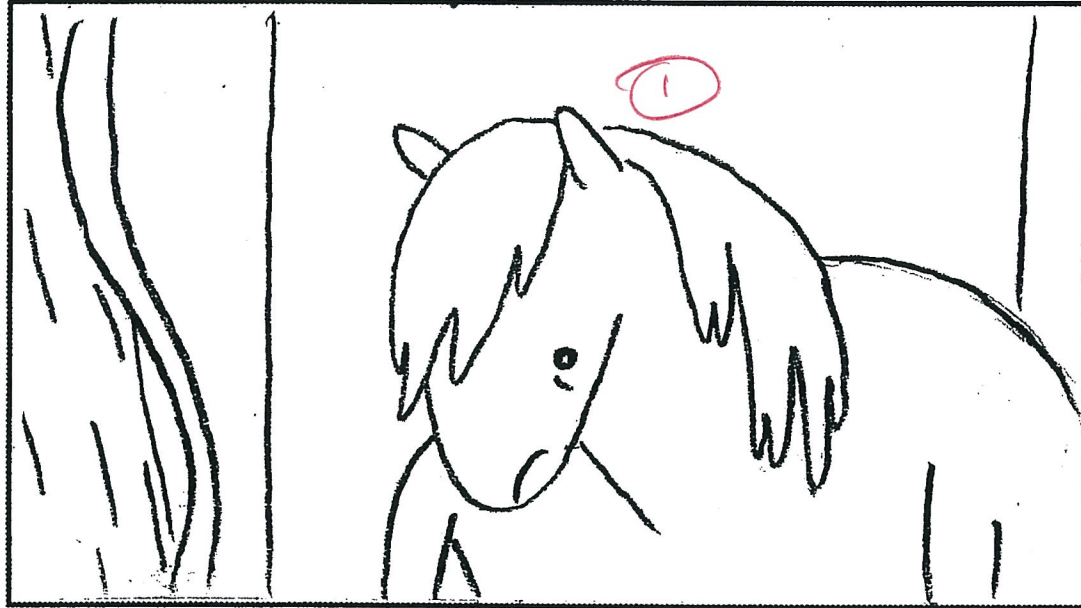
1042 247

ADVENTURE TIME



Page 126

Sc. 73 Pnl. A Bg. day night



Sc. 73 cont Pnl. B Bg. day night



Dialog:

Action:

Timing:



JB: [SIGH]

MAR 03 2016

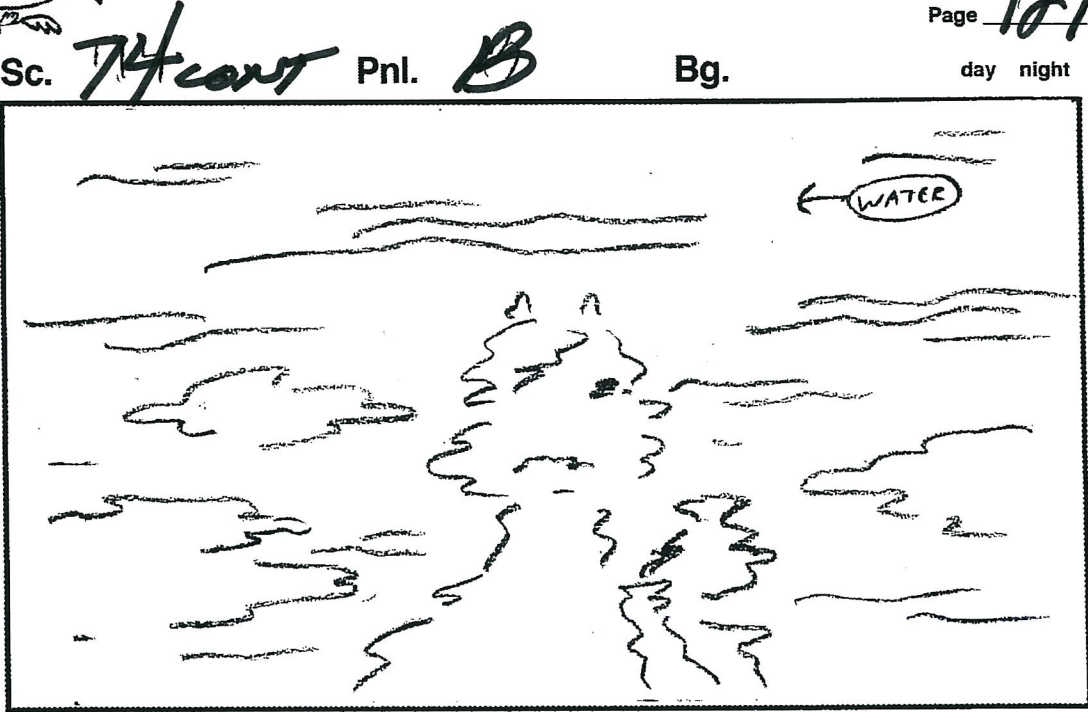
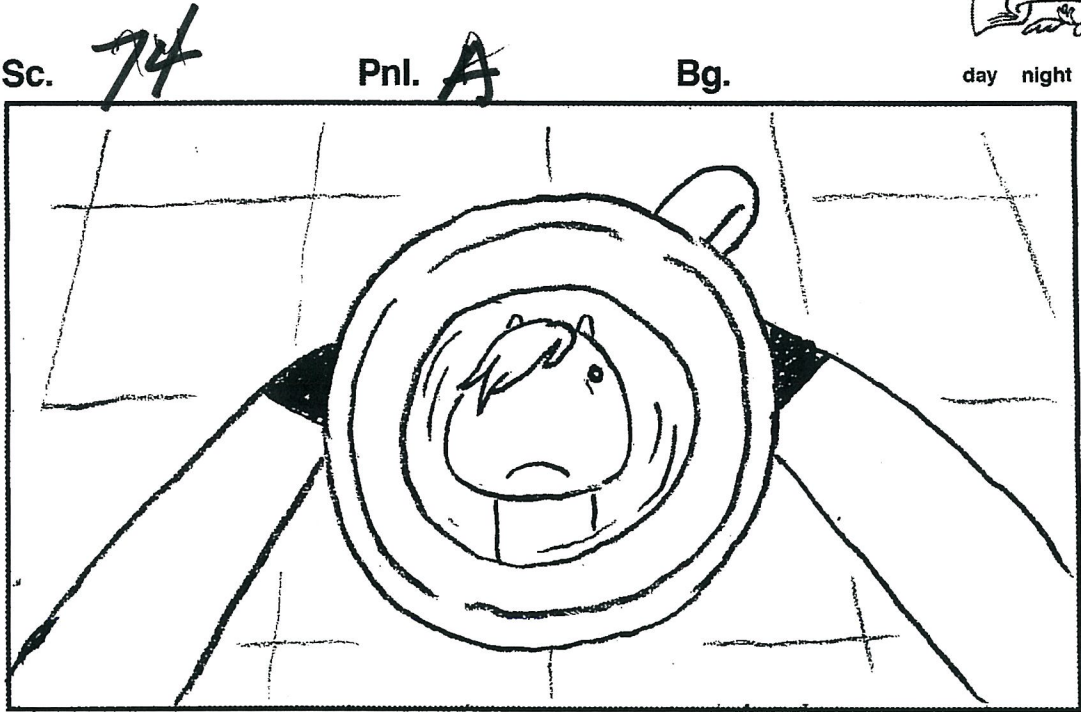
EPISODE # 1042-247

Production:

1042 247

1042 247

ADVENTURE TIME



Dialog:
Action: - JB P.O.V. STARING INTO CUP. X X DISSOLVE.
Timing:
MAR 03 2016

EPISODE # 1042-247

Production:

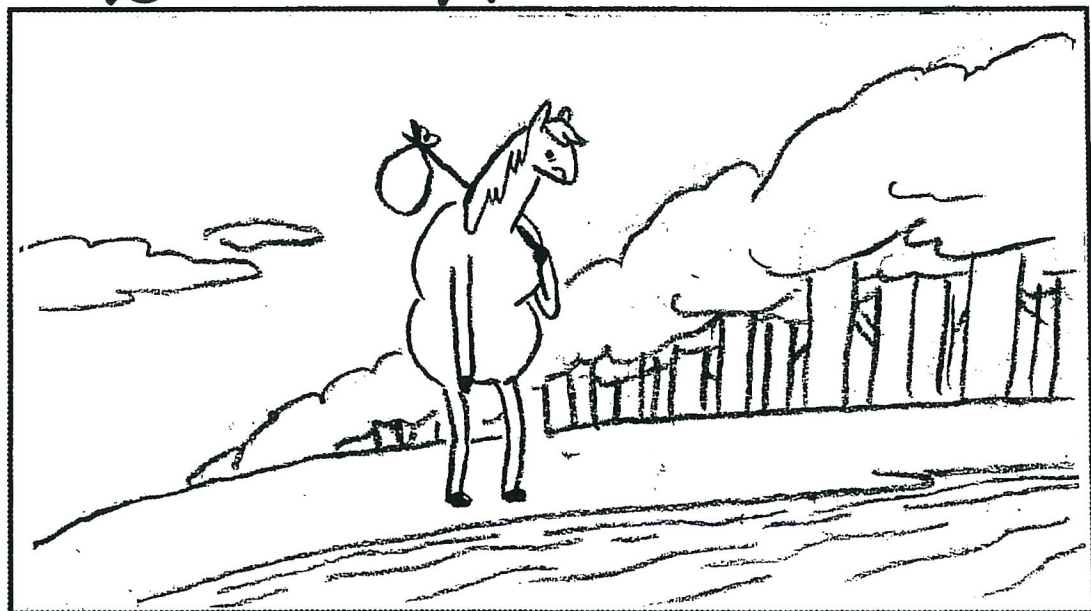
1042 247

1042 247

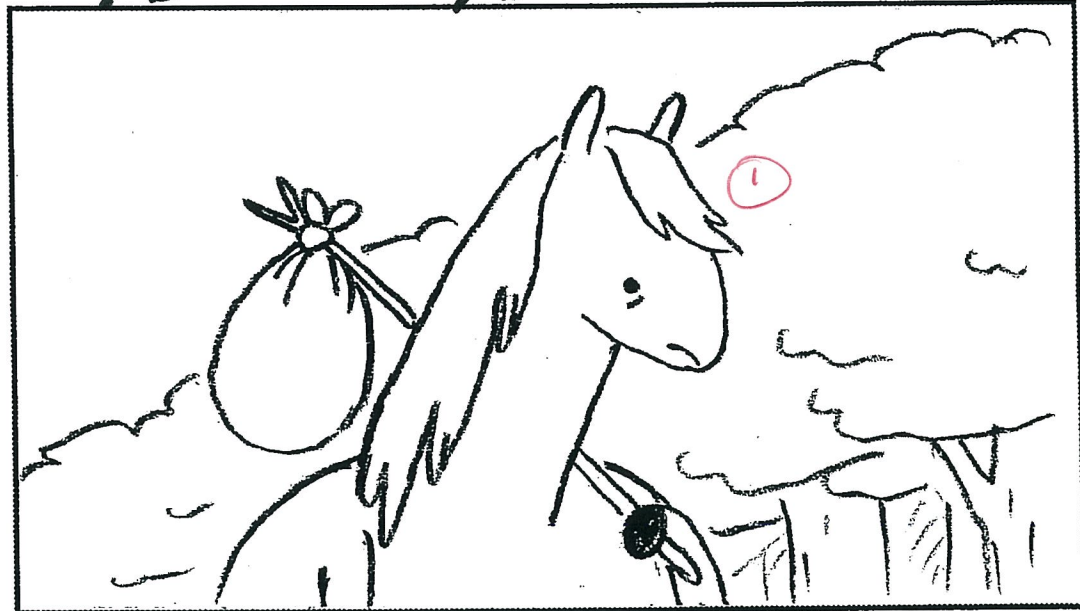
ADVENTURE TIME



Sc. **75** Pnl. **A** Bg. day night



Sc. **76** Pnl. **A** Bg. day night



EPISODE # 1042-241

1042 247

Dialog:

Action:

-JB STARES DOWN AT RIVER.

MAR 03 2016

Timing:



1042 247

ADVENTURE TIME



Sc. 76 CONT Pnl. B

Bg.

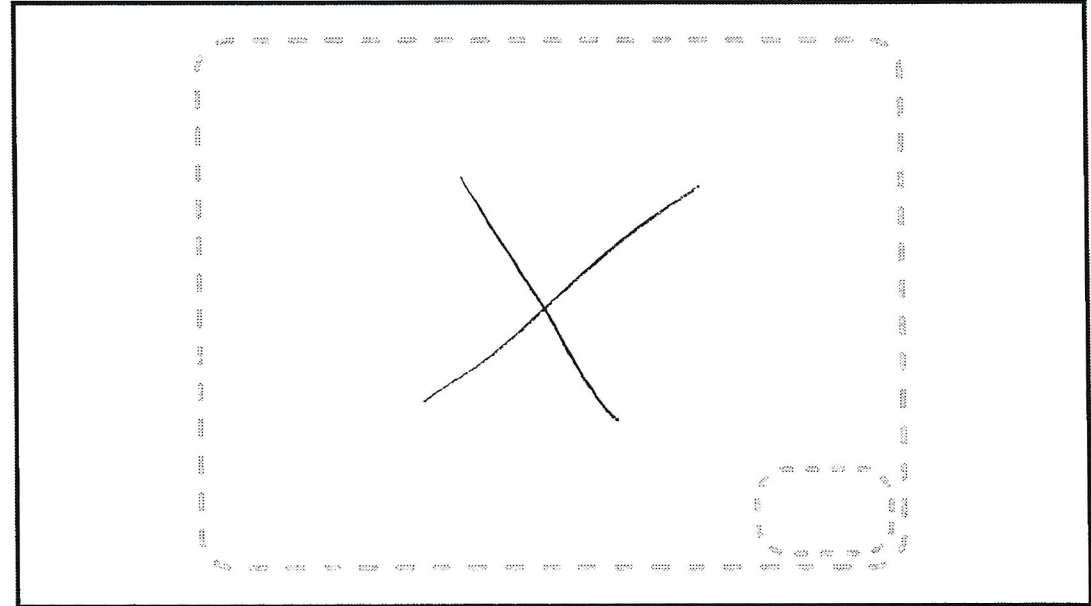
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- JB LOOKS BACK.

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

ADVENTURE TIME



Page 130
day night

Sc. 76 A

Pnl. A

Bg.

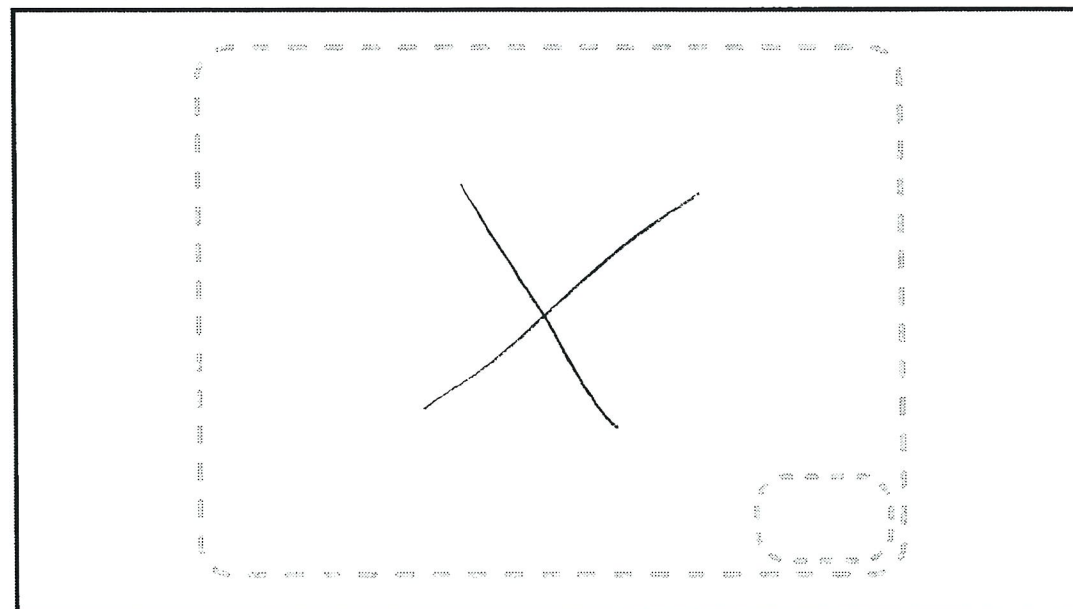
day night

Sc.

Pnl.

Bg.

day night



Dialog:

THIS CAR
MOVES
SLIGHTLY

Action:

- JB LOOKS BACK.

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 77 #1 #2 Pnl. A Bg. day night

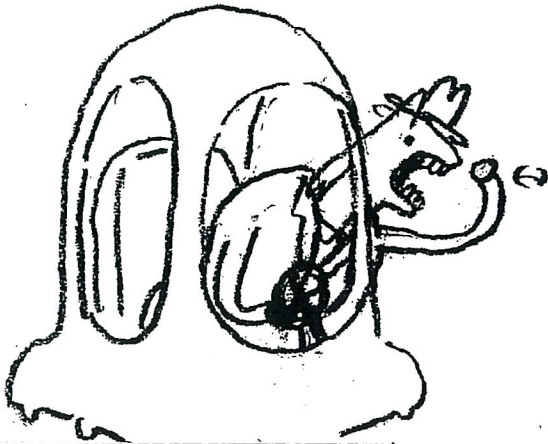
Dialog:

Action:

Timing:

MAR 03 2016

CAR HORSE : (ANGRY)
NEIGH NEIGH NEIGH!
(WHAT'S THE HURD UP?)



EPISODE # 1042-247

1042 247

ADVENTURE TIME



Page **132**

Sc. **78**

Pnl. **A**

Bg.

day night



Sc. **78**^A

Pnl. **A**

Bg.

day night

ACTION AS IN Sc. 78	ACTION AS IN Sc. 78 SHIFT 14X	ACTION AS IN Sc. 78 SHIFT 104	ACTION AS IN Sc. 78	ACTION AS IN Sc. 78 SHIFT 104
ACTION AS IN Sc. 78 SHIFT 104	ACTION AS IN Sc. 78	ACTION AS IN Sc. 78 SHIFT 108	ACTION AS IN Sc. 78 SHIFT 104	ACTION AS IN Sc. 78
ACTION AS IN Sc. 78 SHIFT 12X	ACTION AS IN Sc. 78 SHIFT 104	ACTION AS IN Sc. 78	ACTION AS IN Sc. 78 SHIFT 14X	ACTION AS IN Sc. 78 SHIFT 104

Dialog:

LADY HORSE = NEIGH NEIGH
NEIGH - NEIGH
NEIGH NEIGH

MANY HORSES = NEIGH NEIGH
NEIGH - NEIGH
NEIGH NEIGH NEIGH
- NEIGH NEIGH

Action:

- LADY HORSE TIPS KEYBOARD W/ HOOVES.

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

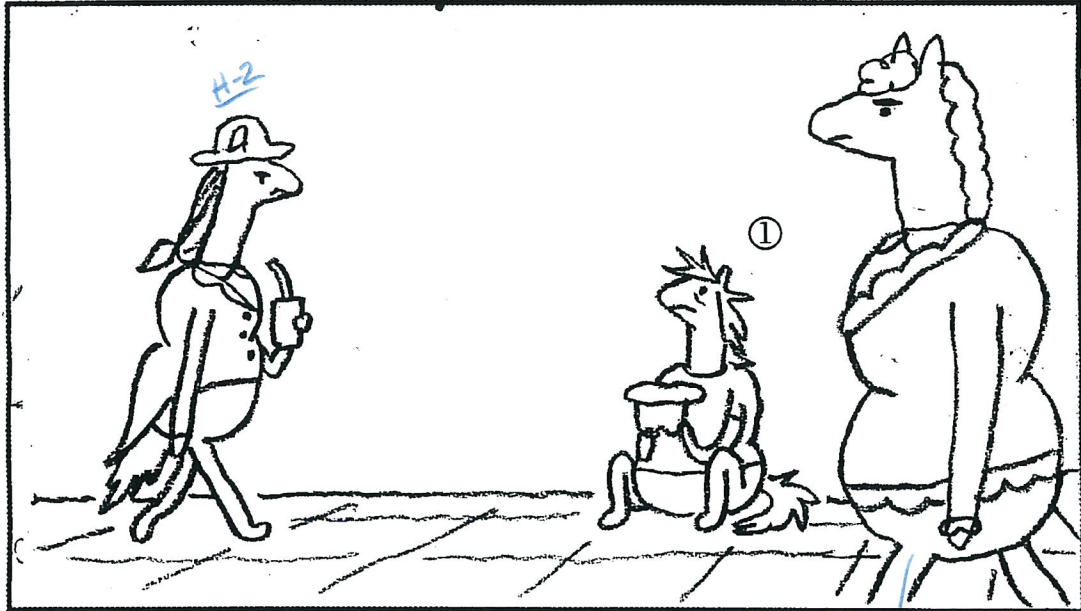
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ADVENTURE TIME

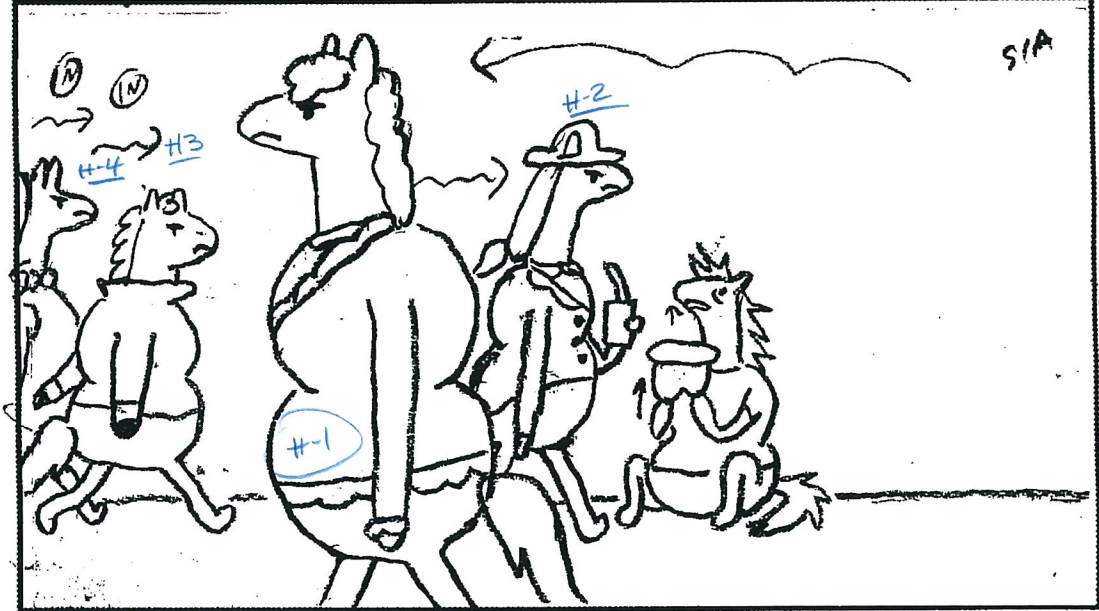


Page **133**

Sc. **79** Pnl. **A** Bg. day night



Sc. **79 CONT** Pnl. **B** Bg. day night



Dialog:

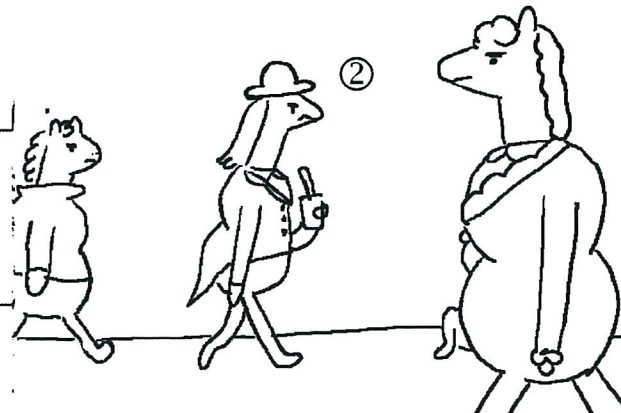
BUM HORSE: NEIGH??
(WEAK VOICE) ("SPARE SOME
CHANGE?")

Action:

- CITY SIDEWALK

MAR 03 2016

Timing:



EPISODE # 1042-247

1042 247

Production:

1042 247

ADVENTURE TIME

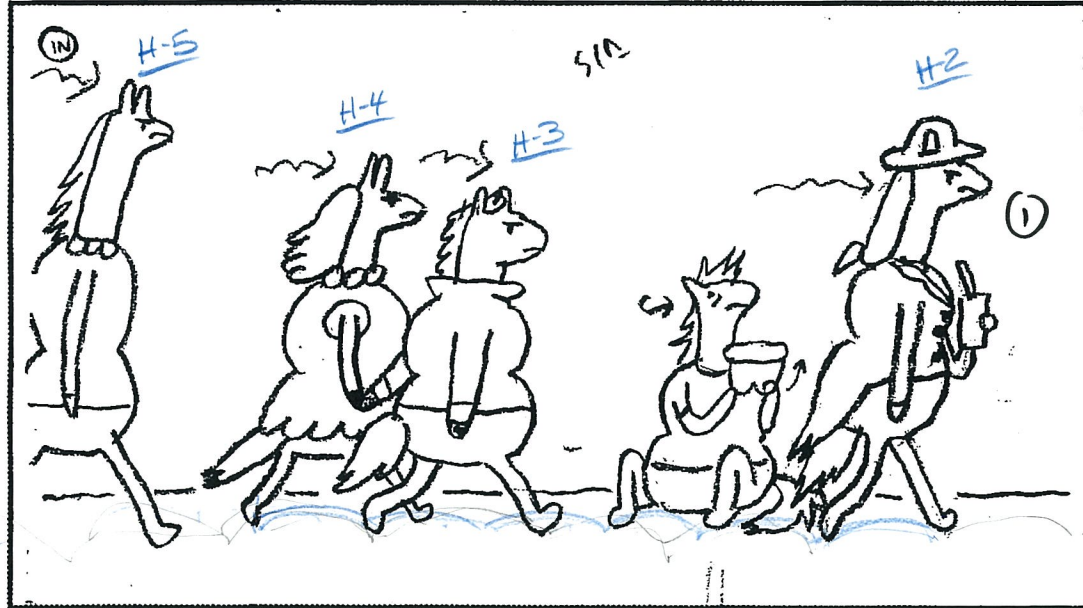


Page **134**

Sc. **79 cont** Pnl. **C**

Bg.

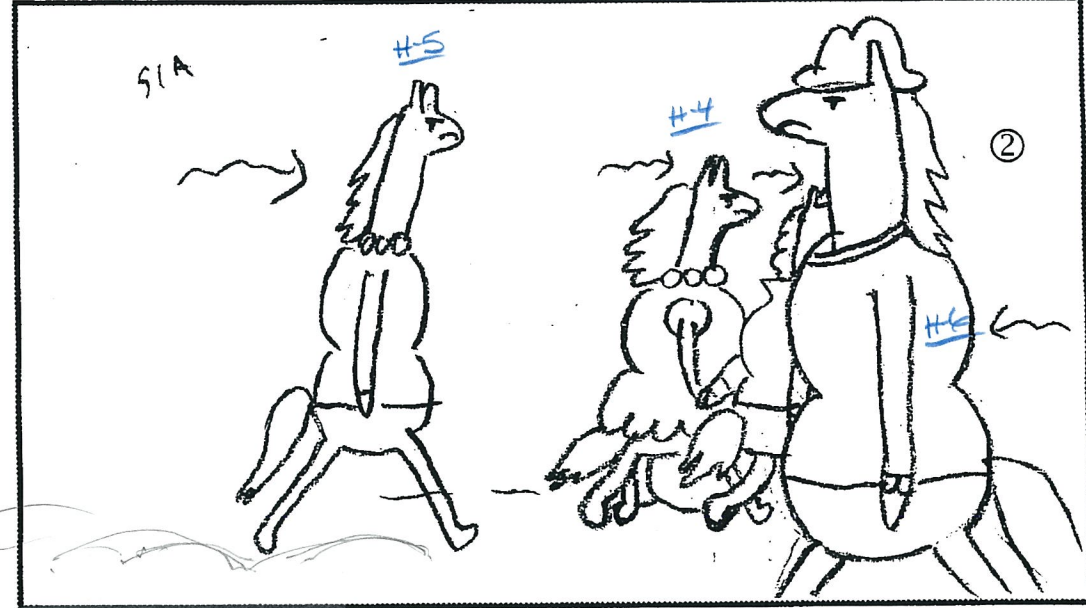
day night



Sc. **79 cont** Pnl. **D**

Bg.

day night



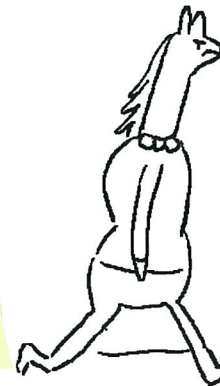
Dialog:

SFX: BONK

Action:

PEDESTRIAN HORSE
TOSSES CUP AT
OTHER HORSE

Timing:



MAR 03 2016

Production:

EPISODE # 1042-247

1042 247

1042 247

ADVENTURE TIME



Sc. 80 Pnl. A Bg. day night



Sc. 80 cont Pnl. B Bg. day night



Dialog:	(JO) - (SLGH)
Action:	- JB LOOKS AT BUNDLE. MAR 03 2016
Timing:	

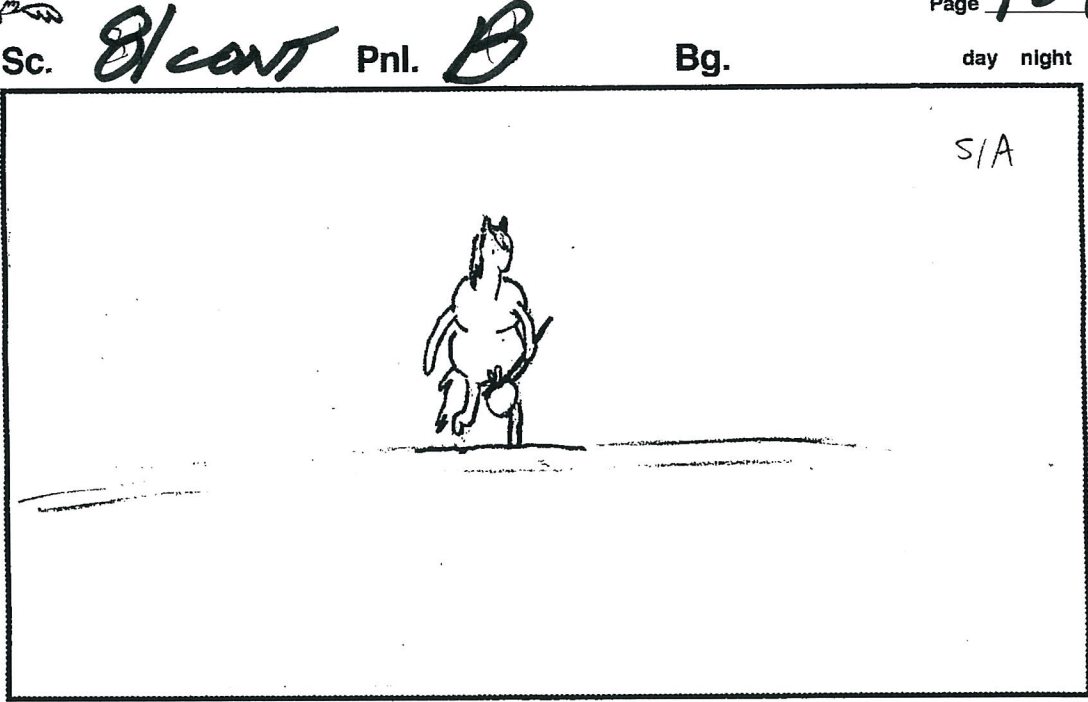
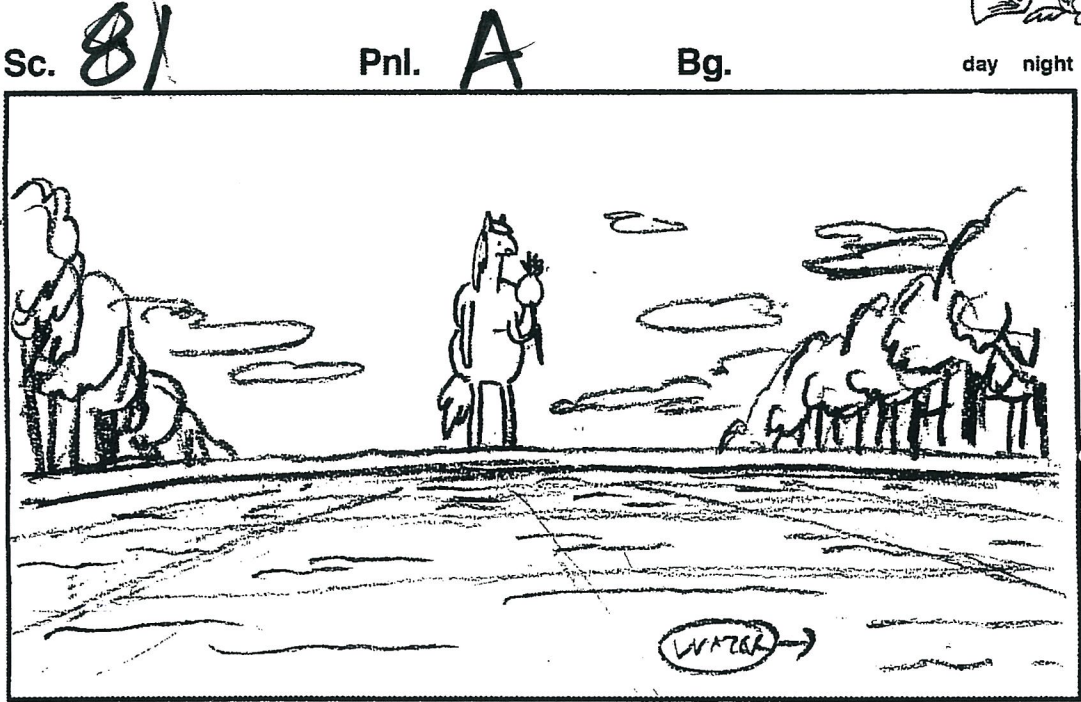
EPISODE # 1042-247

Production:

1042 247

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ADVENTURE TIME

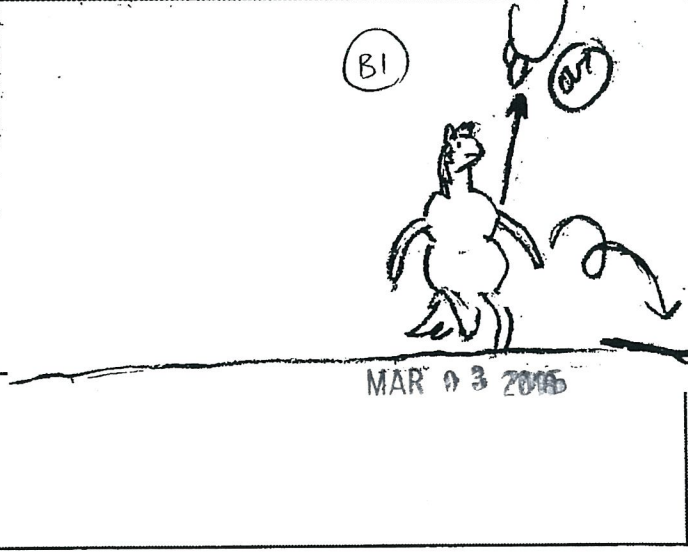


Dialog:

Action:

Timing:

-JB KICKS
BUNDLE OFF/S.



EPISODE # 1042-247

Production:

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1042 247

ADVENTURE TIME

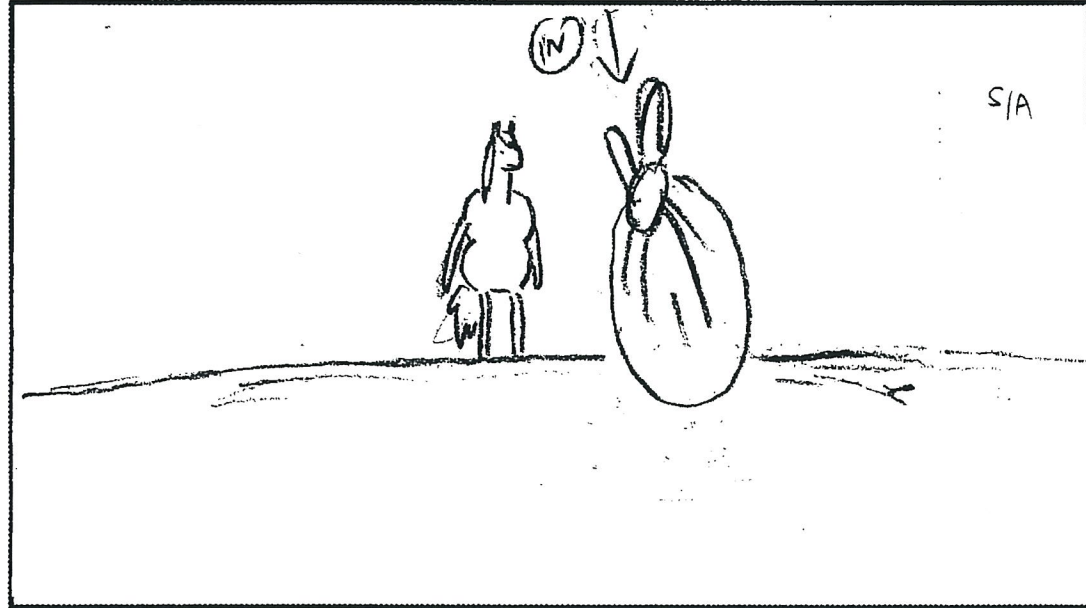


Page 137

Sc. B/cant Pnl. C

Bg.

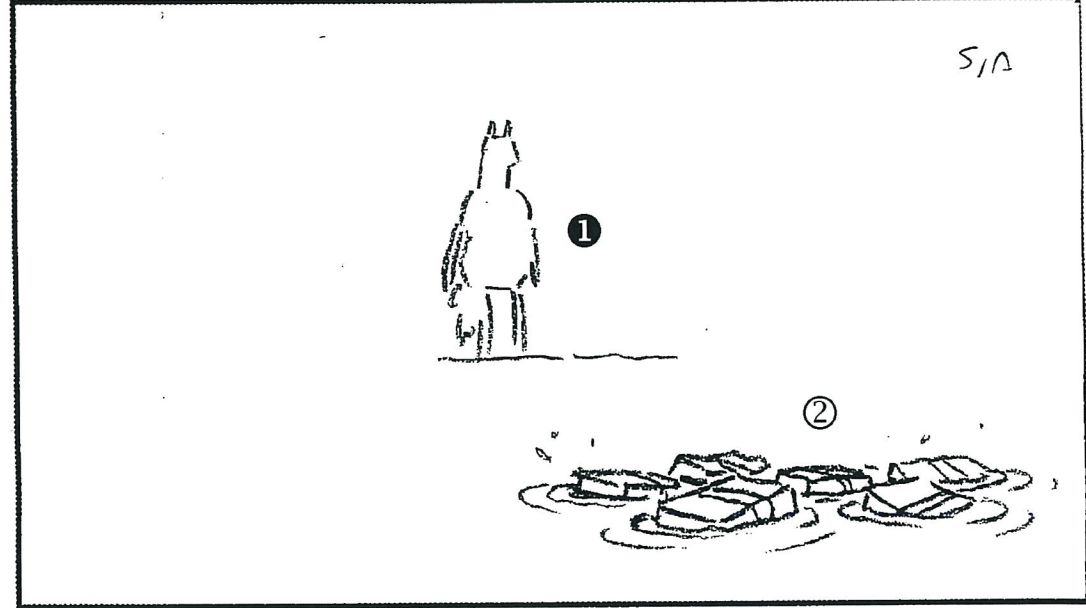
day night



Sc. B/cant Pnl. D

Bg.

day night



EPISODE # 1042-247

1042 247

Dialog:

SFX: * SPSH *

Action:

- BUNDLE FALLS
ON/5 IN FOREGROUND

Timing:

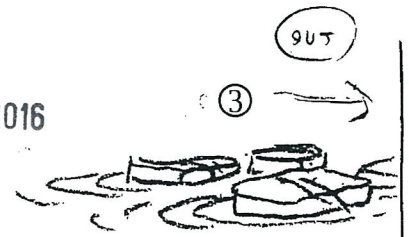
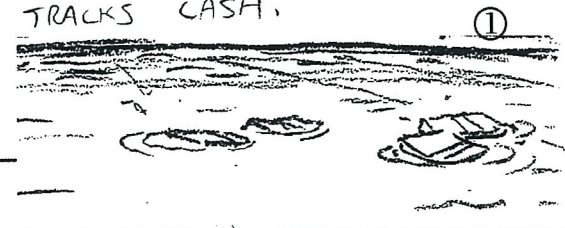


- WADs OF CASH
FLOAT UP
- PLANT OFF/5

- JB TRACKS CASH.



MAR 03 2016

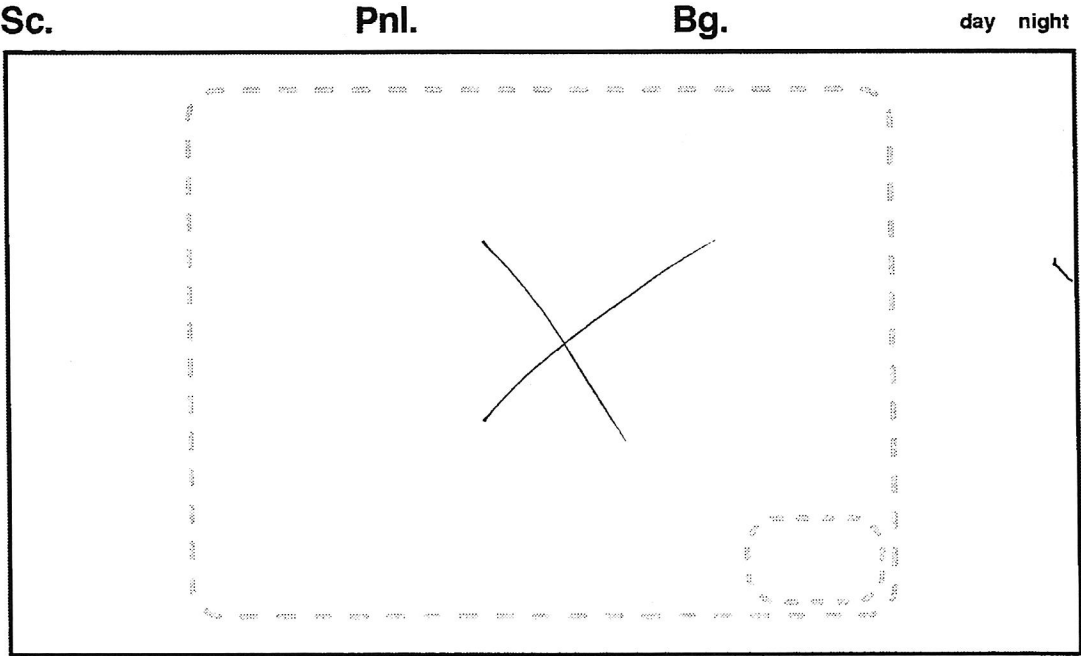
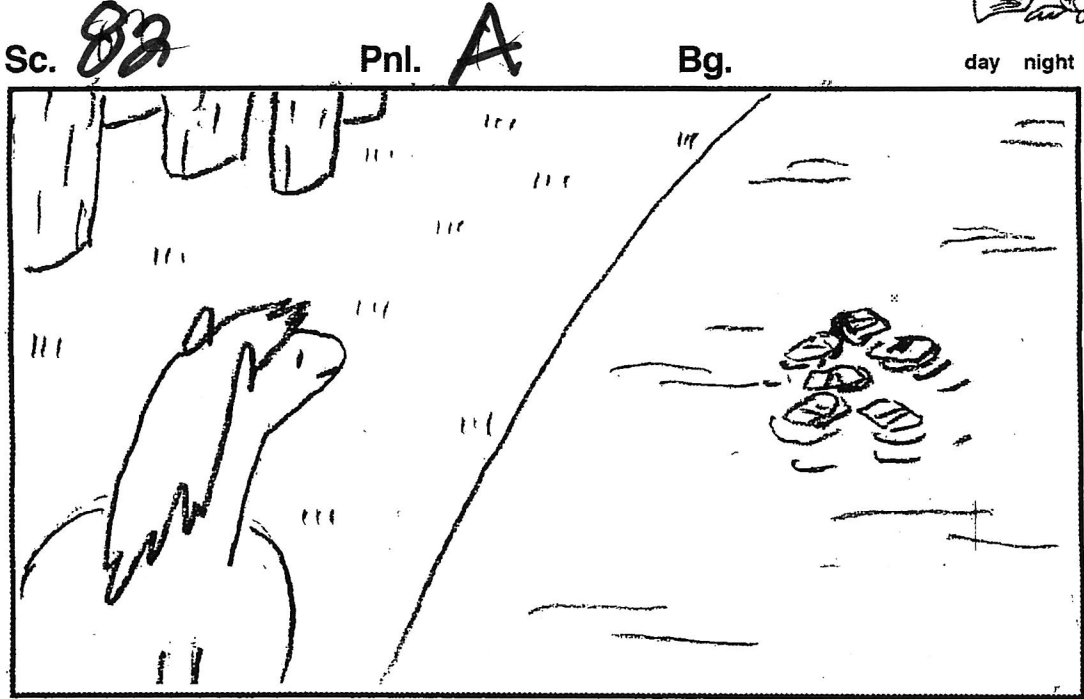


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1042 247

ADVENTURE TIME



Dialog:

Action: - CASH FLOATS FARTHER AWAY.

Timing:

AI

Production:

MAR 03 2016

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1042 247

ADVENTURE TIME



Sc.

Pnl.

Bg.

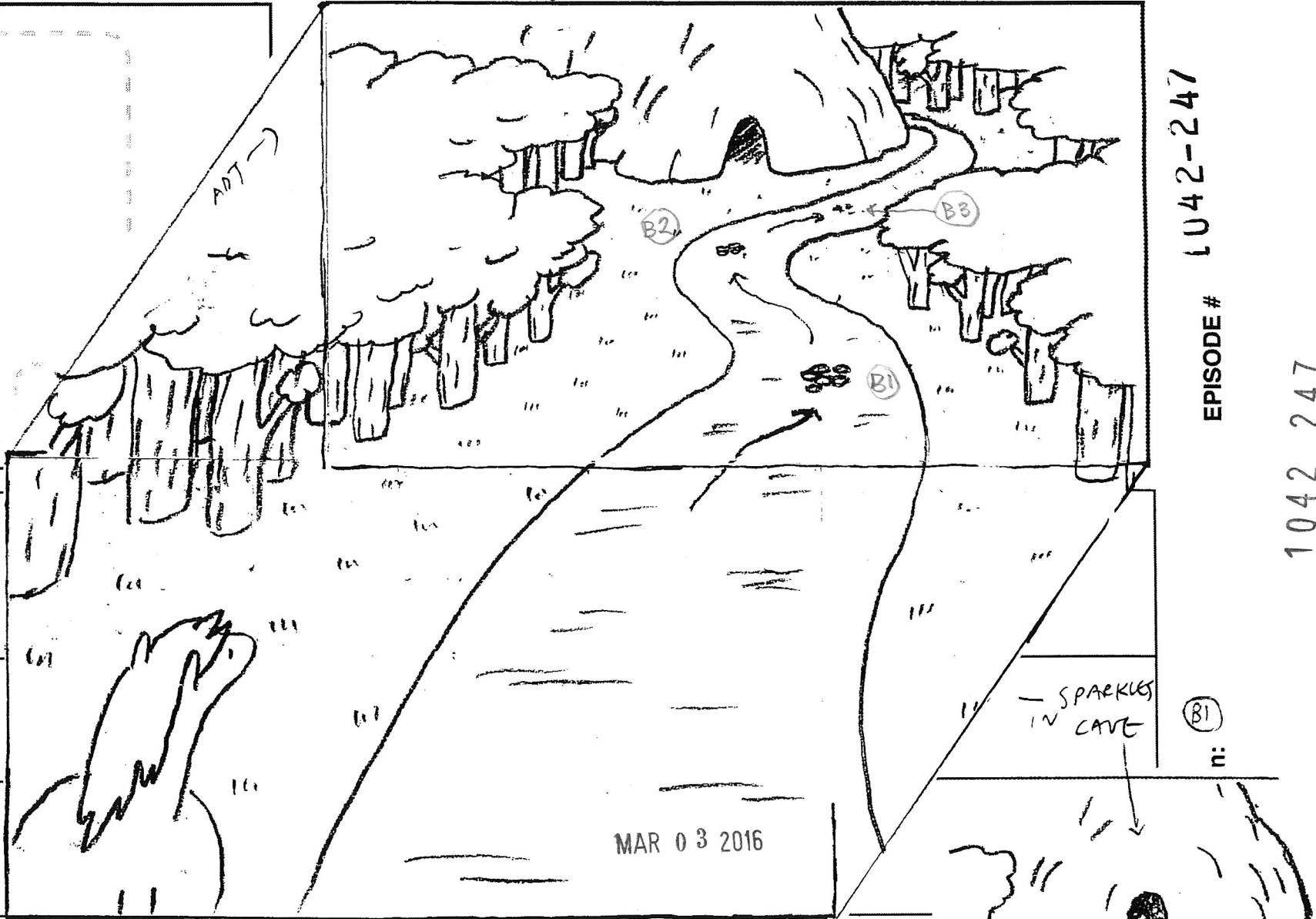
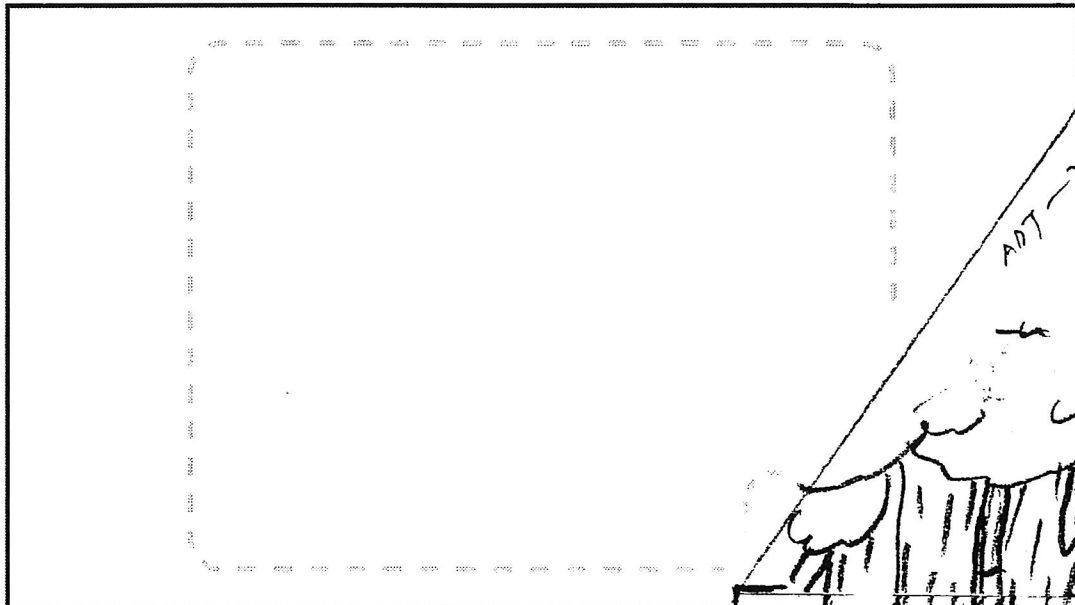
day night

Sc.

B2 cont Pnl. B

Bg.

day night



Dialog:

Action: - CASH FLOATS
UPSTREAM TOWARD CAVE
- ADJ W/ CASH

Timing:

EPISODE # 1042-247

1042 247

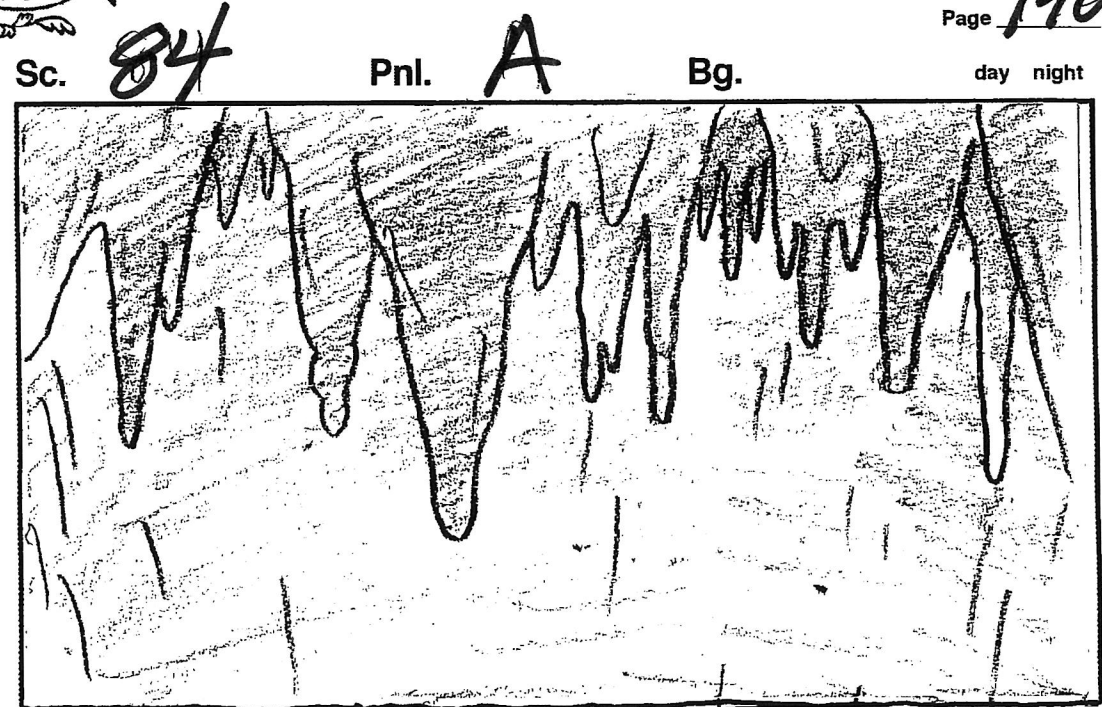
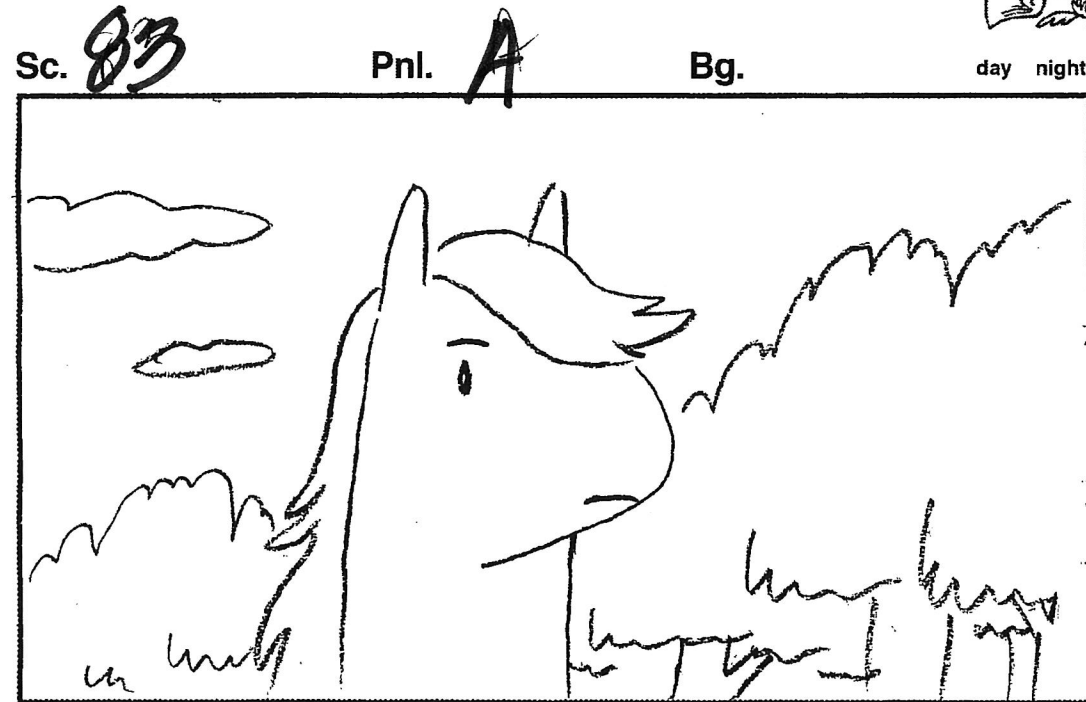
1042 247

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ADVENTURE TIME



Page 140



Dialog:		
Action: -JB TILTS HEAD.		S.P.
Timing:		MAR 03 2016

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Production:

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ADVENTURE TIME



Page 141
day night

Sc. 84 cont Pnl. B

Bg.

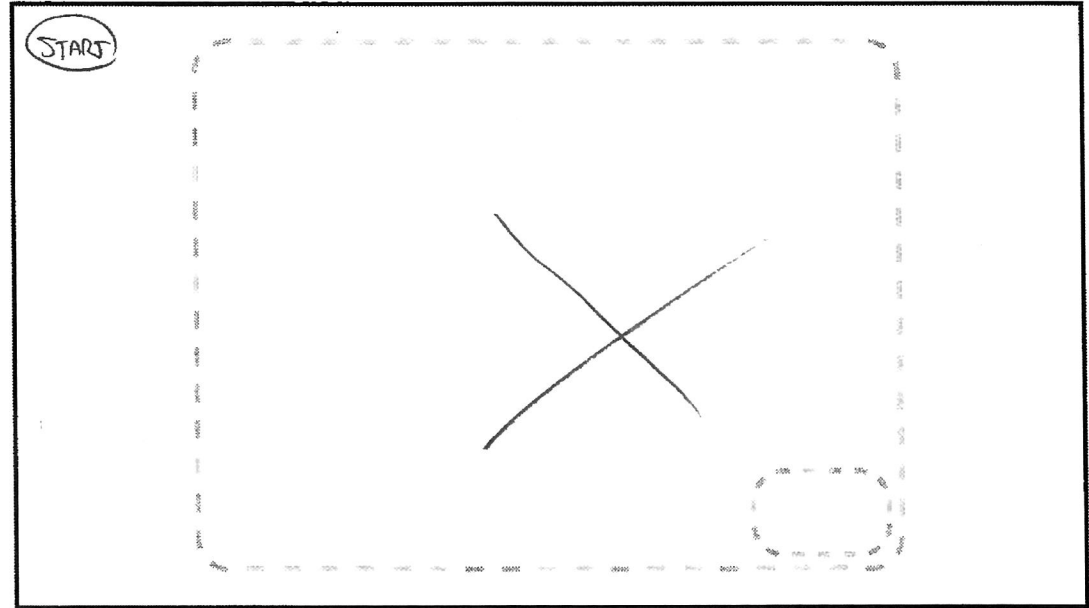
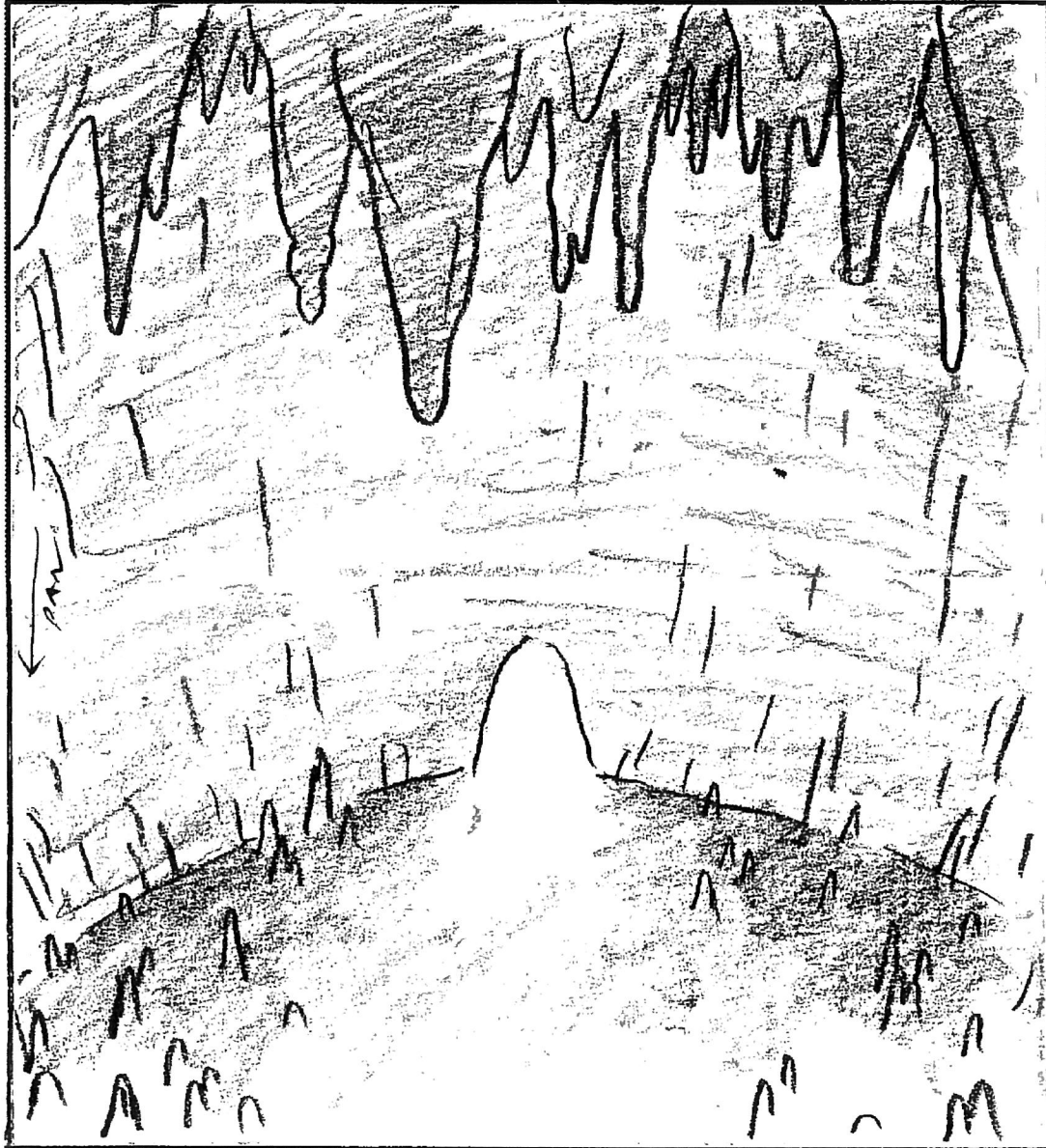
day night

Sc.

Pnl.

Bg.

day night



- PAN DOWN FROM CAVE CEILING
TO ENTRANCE.

MAR 03 2016

STOP

EPISODE # 1042-247

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Production:

1042 247

ADVENTURE TIME



Page 142

Sc. 84 cont Pnl. 2

Bg.

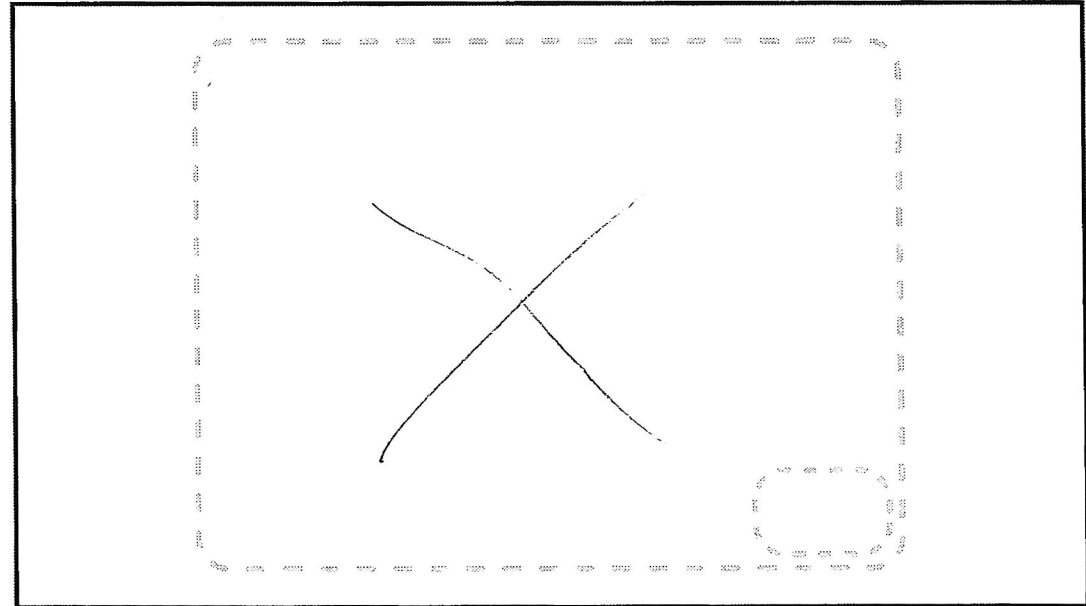
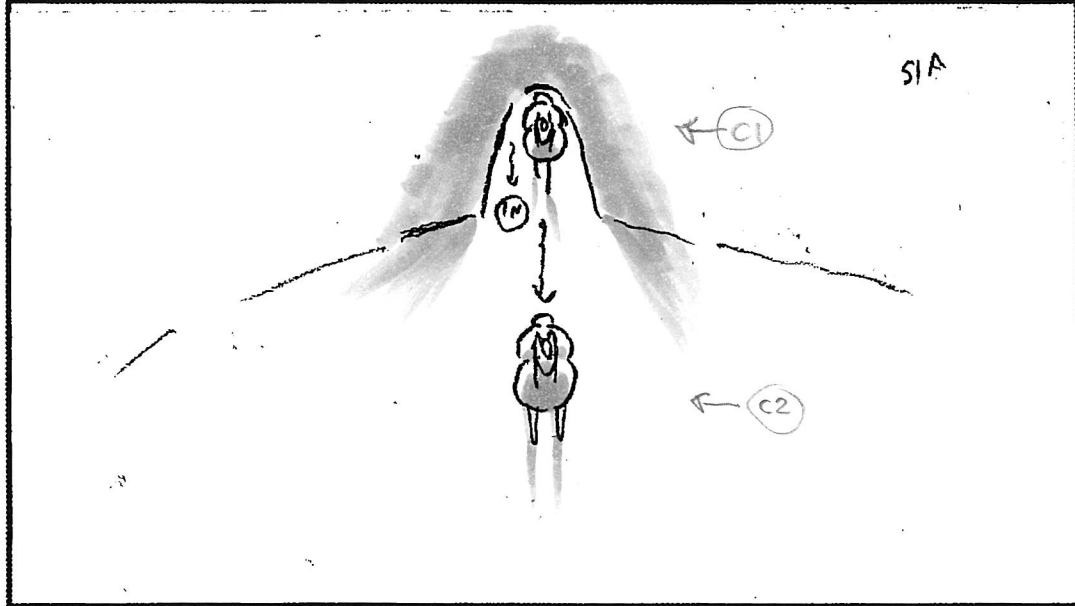
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

— JB TROTS INTO CAVE.

Timing:

MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

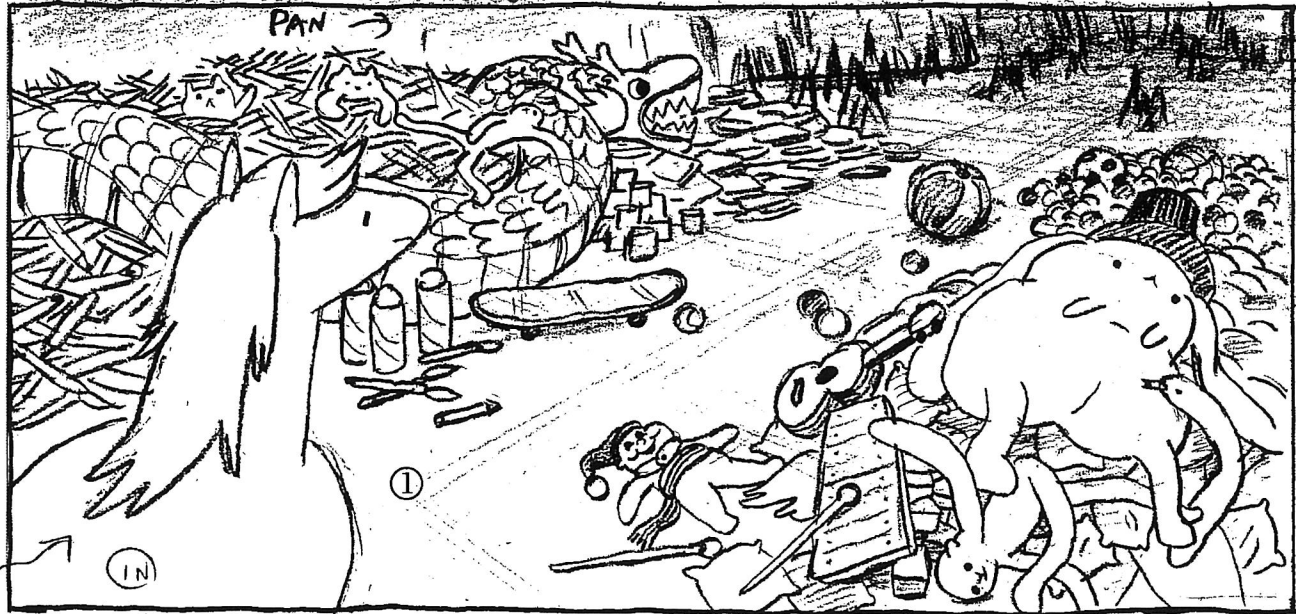
1042 247

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ADVENTURE TIME



Sc. 85 Pnl. A Bg. → day night



Dialog:	START	PAN →	STOP
Action:	- JB WALKS ON/ S. - PAN RIGHT - PILES OF TOYS, COSTUMES, INSTRUMENTS, SPORTS EQUIPMENT.		
Timing:	MAR 03 2016		

1042-247

EPISODE #

Production:

1042 247

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ADVENTURE TIME



Sc. 86 Pnl. A Bg. day night

A hand-drawn storyboard panel. In the top left corner, it is labeled 'Sc. 86', 'Pnl. A', and 'Bg.'. Below these labels is a rectangular frame containing a sketch of a beach ball on a table. To the left of the beach ball are several books stacked on the table. To the right are some small, round objects, possibly fruit or coins. The drawing is done in a simple, sketchy style.

Sc. Pnl. Bg. day night

A hand-drawn storyboard panel. In the top left corner, it is labeled 'Sc.', 'Pnl.', and 'Bg.'. Below these labels is a rectangular frame containing a large 'X' drawn across the center. The 'X' is formed by two intersecting lines. The frame is otherwise empty.

Dialog:
Action: - C.U. OF BEACH BALL.
Timing:

MAR 03 2016

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Production:

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ADVENTURE TIME



Page 145

Sc. 87

Pnl. A

Bg.

day night



Sc. 87 cont Pnl. B

Bg.

day night



Dialog:

Action:

- JB SMILES.

Timing:



OFF/S (CRYING SOUNDS)
FB: H-H-HUH?

- JB HEARS OFF/S SOUND AND LOOKS UP.

MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

ADVENTURE TIME

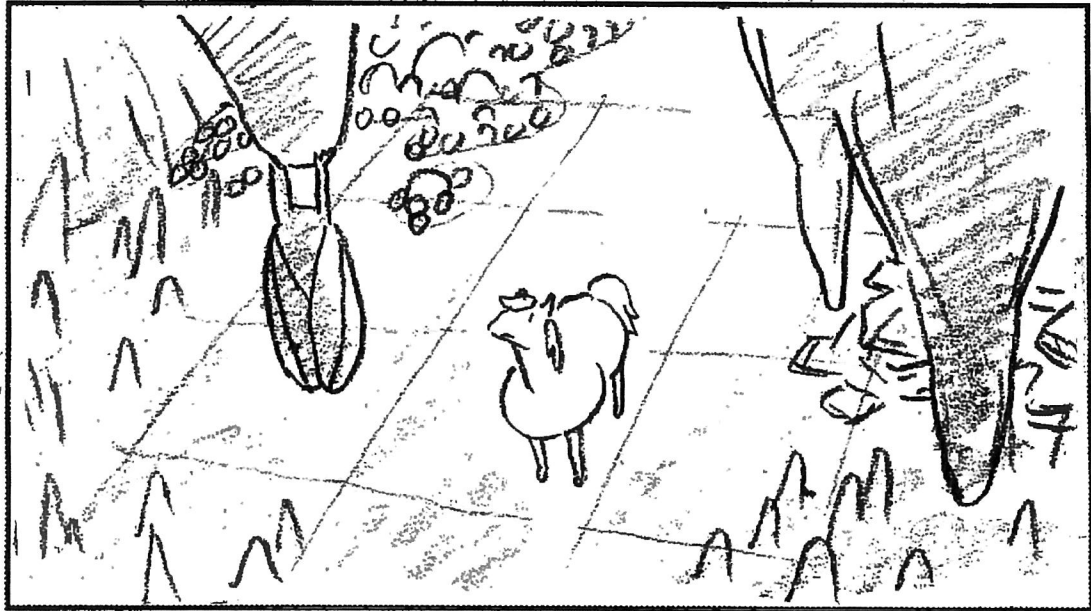


Sc. 88

Pnl. A

Bg.

day night

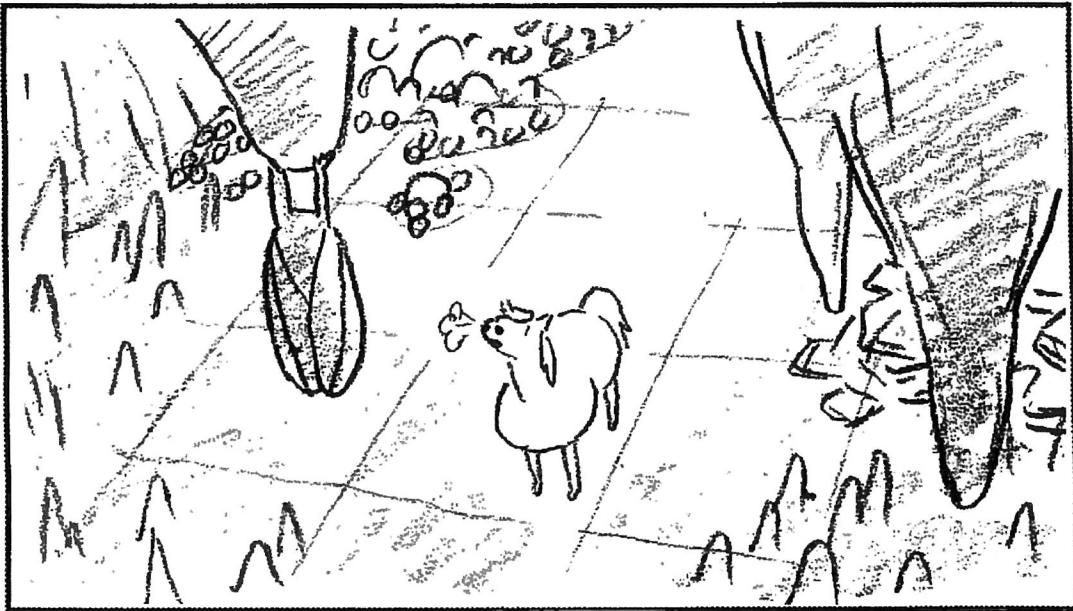


Sc. 88 CONT

Pnl. B

Bg.

day night



Dialog:

Ⓟ: (CRYING)

JB: [SNORT]

Action:

- BAT W/ FOLDED WINGS HANGS FROM STALACTITE.

- JB TLOTS ON/S.

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

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1042 247

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc. 89	Pnl. A	Bg.	day	night

Díalog:
Action:
Timing:

MAR 03 2016

EPISODE # 1042-247

Production:

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1042 247

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ADVENTURE TIME



Sc. 89 cont Pnl. B

Bg.

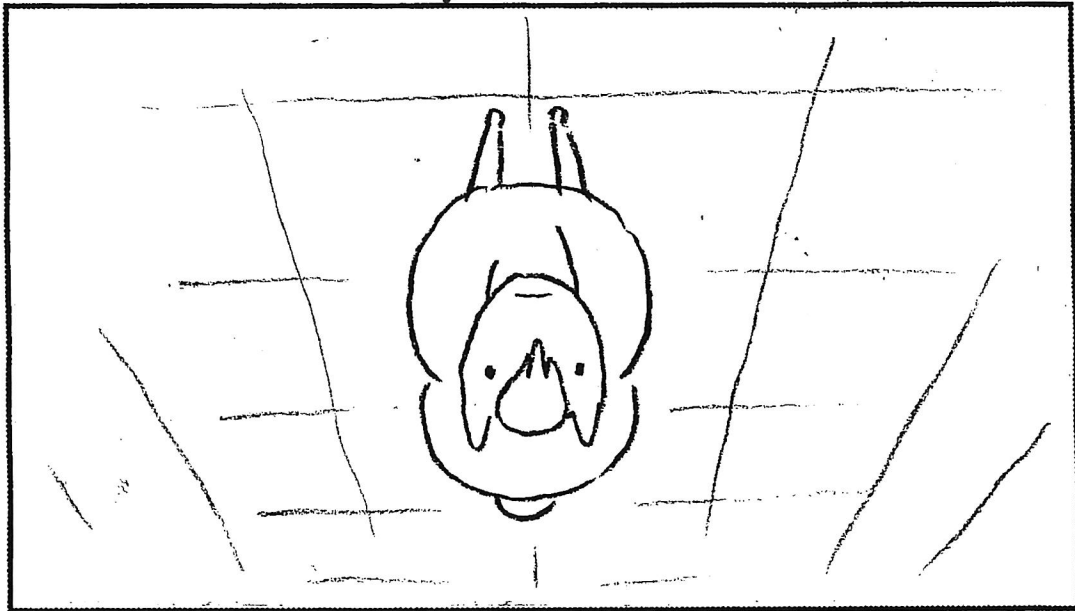
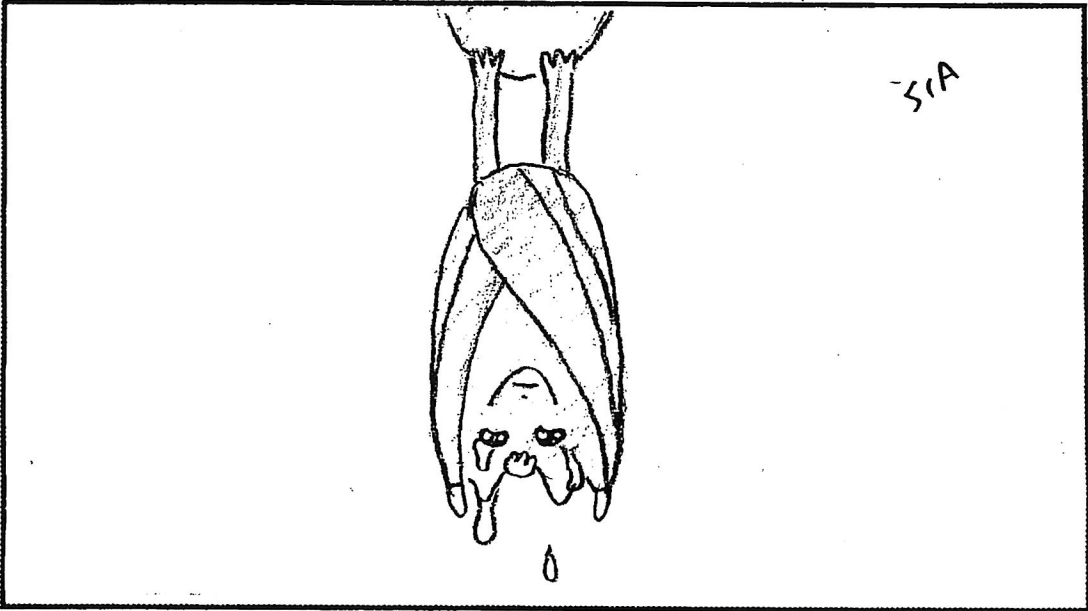
day night

Sc. 90

Pnl. A

Bg.

day night



Dialog:

FRUIT BAT : [SUCKS]

Action:

- BAT OPENS WINGS.

- BAT POV of JAMES BAXTER.

MAR 03 2016

Timing:

1042-247

EPISODE #

1042 247

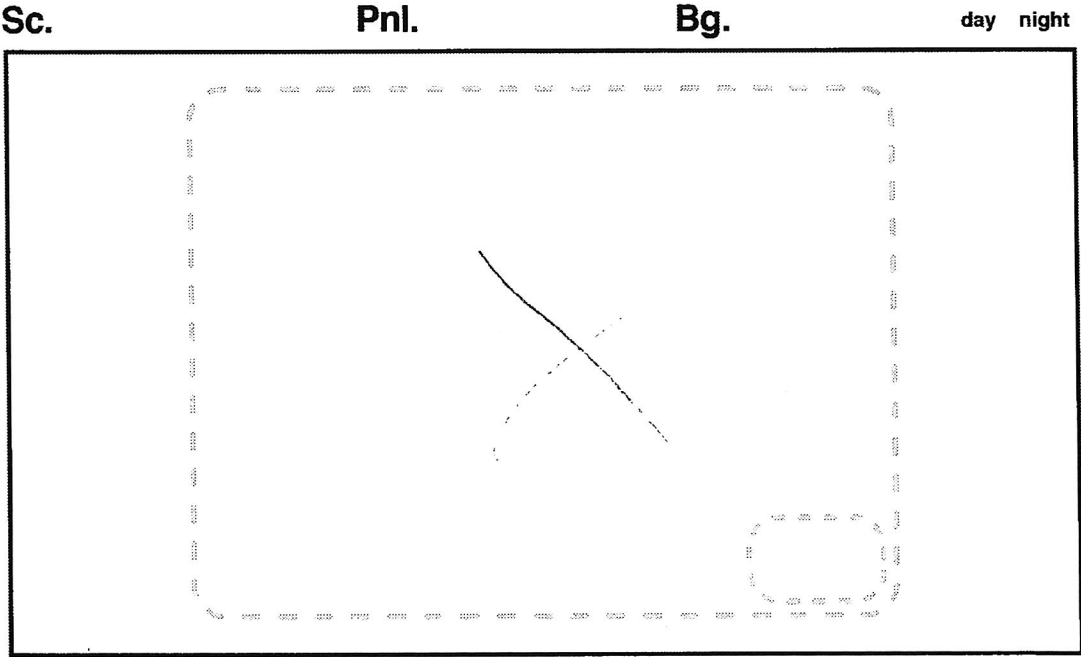
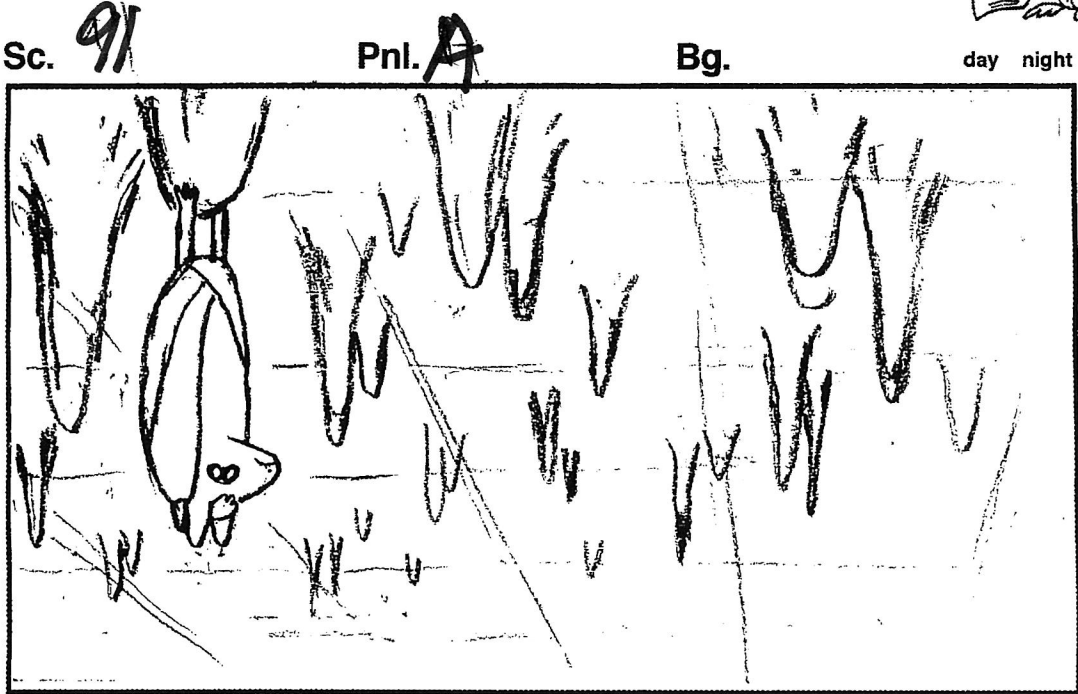
Production:

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1042 247

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ADVENTURE TIME



Dialog:
Action: <u>SP</u>
Timing:

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EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

ADVENTURE

Sc. 91 CONT Pnl. B

Page 150
150A NEXT

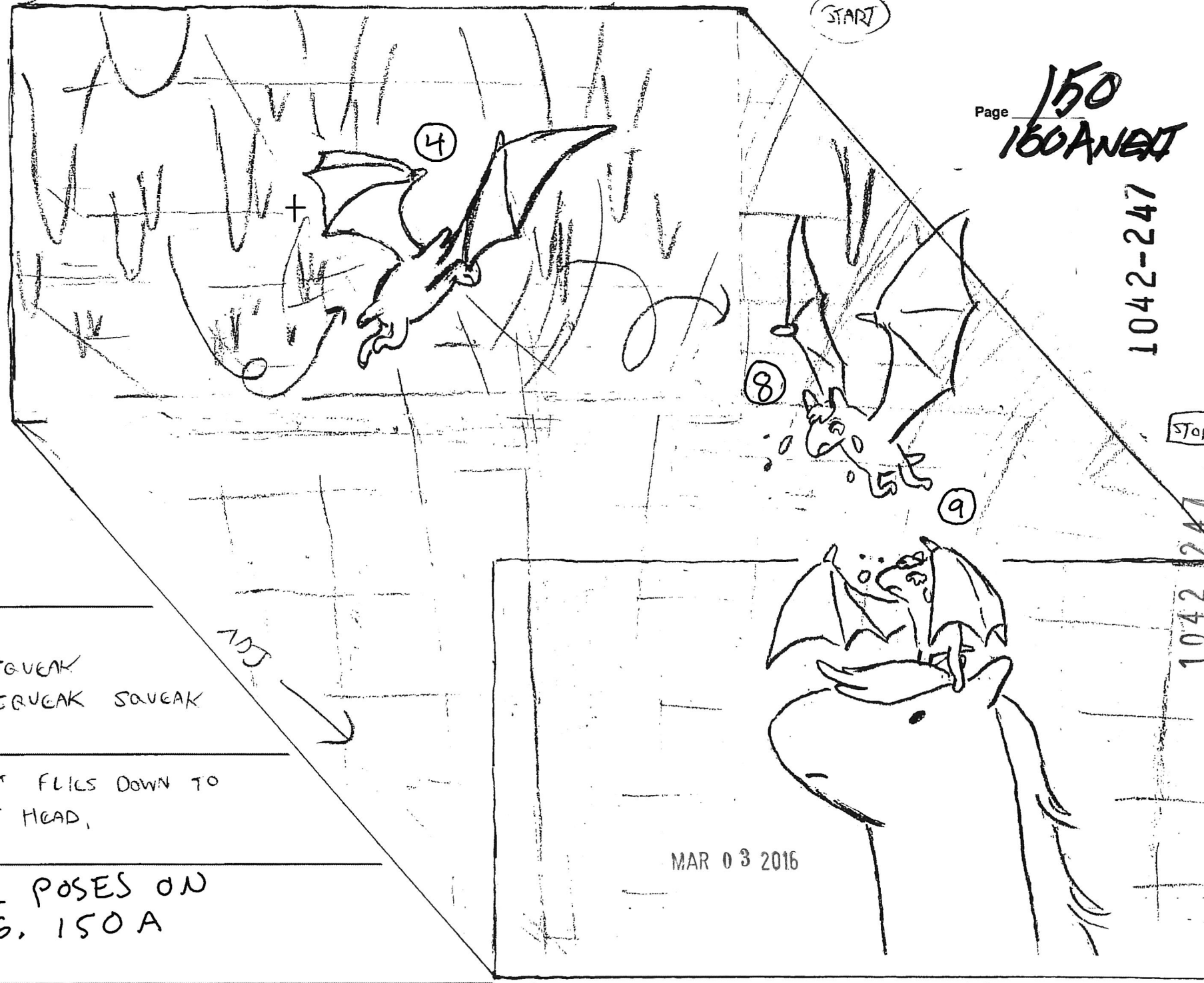
1042-247

STOP

1042 247

1042 247

1042 247



Dialog:

(FB)

SQUEAK SQUEAK
SQUEAK SQUEAK SQUEAK

Action:

- F.BAT FLIES DOWN TO
JB'S HEAD,

Timing:

ADDITIONAL POSES ON
NEXT PG. 150A

MAR 03 2016

ADVENTURE

Sc. 91 ADDITIONAL POSES

Page

150A
151 NEXT



+

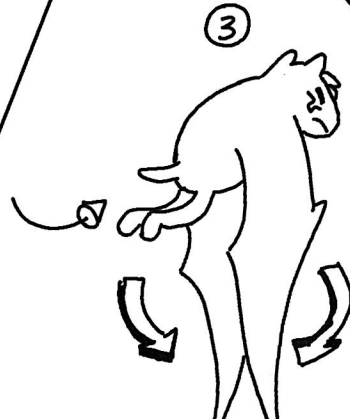


5

2



+



3

+

6



7



SA



SA



SA

MAR 03 2016

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1042 247

1042 247

1042-247

ADVENTURE TIME



Sc.

9/cont Pnl. C

Ba.

day night

Sc.

9/cont Pnl. D

Ba.

Page

151

day night



Dialog:

(Fg) : (cries)

Action:

- FB DRAPES WINGS AROUND JB'S HEAD.

- FB'S TEARS GO INTO JB'S EYES.

Timing:

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1042 247

1042 247

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ADVENTURE TIME



Sc. *91 cont* Pnl. *E*

Bg.

day night



Sc. *91 cont* Pnl. *F*

Bg.

day night



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EPISODE # 1042-247

1042 247

Dialog:

FB: [CRYING]

Action:

- JB SHAKES HEAD. BAT HOLDS ON,

- JB LOOKS LEFT.

Timing:

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ADVENTURE TIME



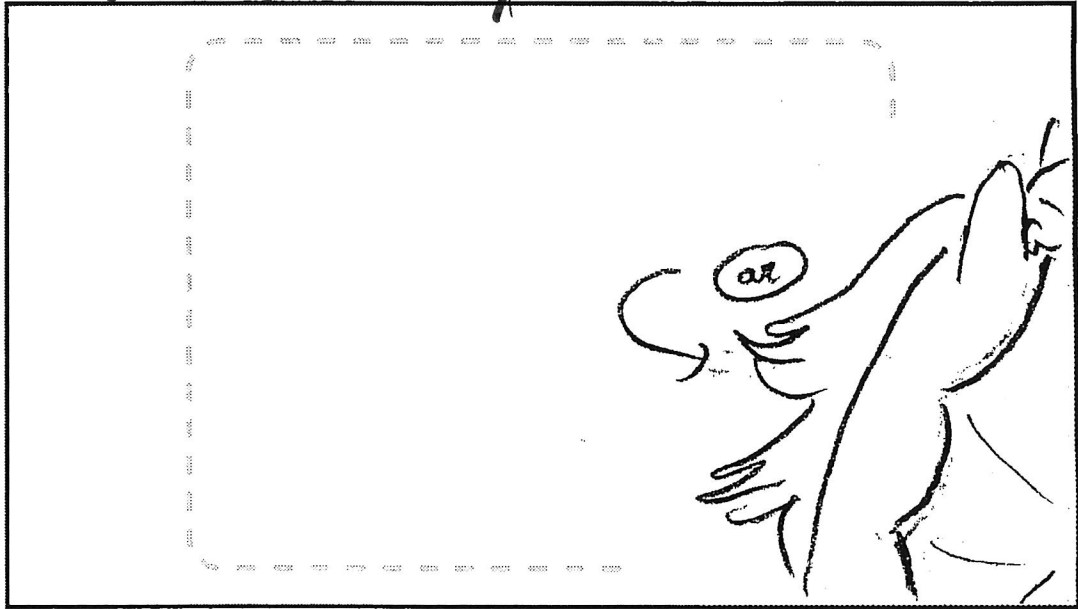
No SC. 92

Page 153

Sc. 91 cont Pnl. 9

Bg.

day night

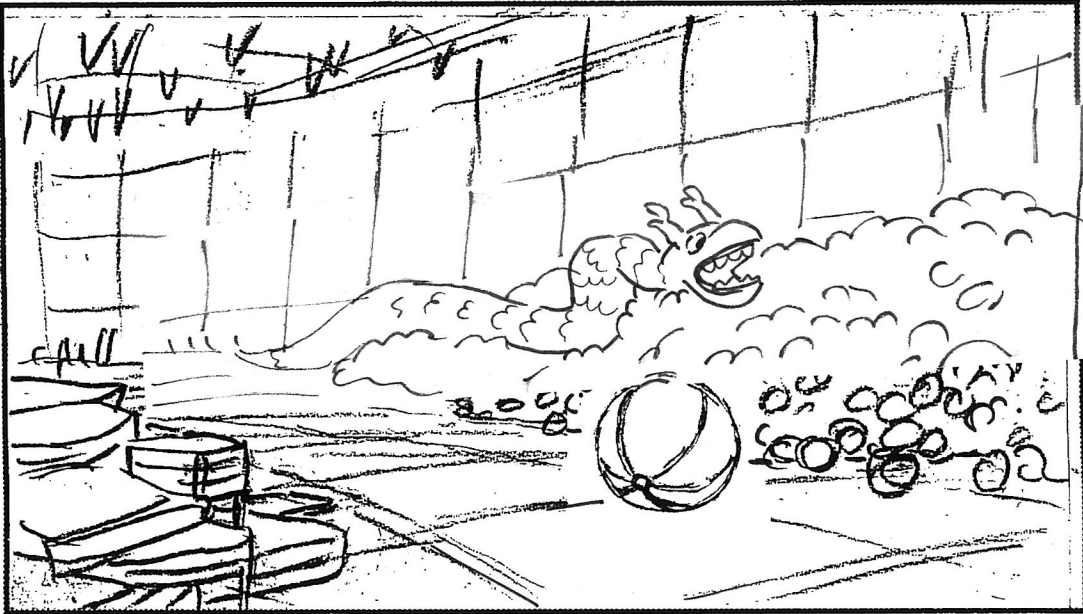


Sc. 93

Pnl. A

Bg.

day night



Dialog:
Action: JB TROTS OFF, S.
Timing: MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

ADVENTURE TIME



Sc. **9B cont** Pnl. **B**

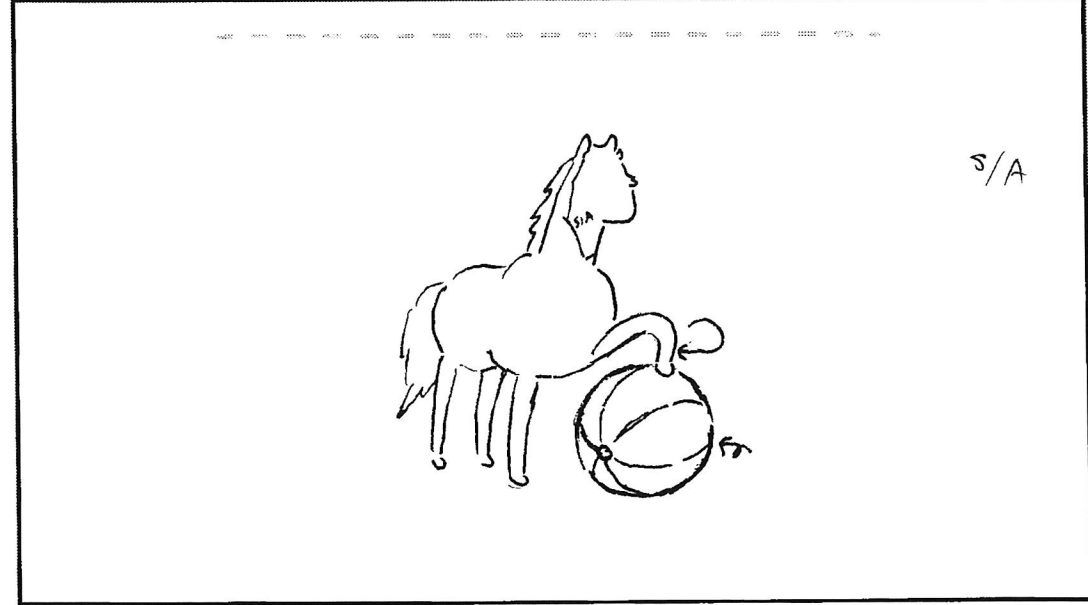
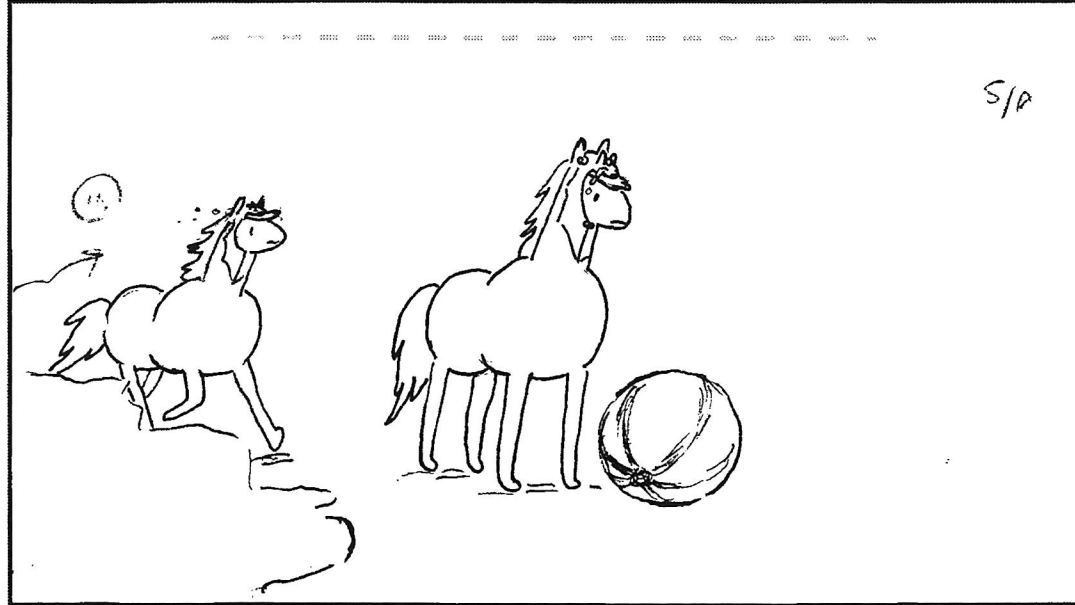
Bg.

day night

Sc. **9B cont** Pnl. **C**

Bg.

Page **154**
day night



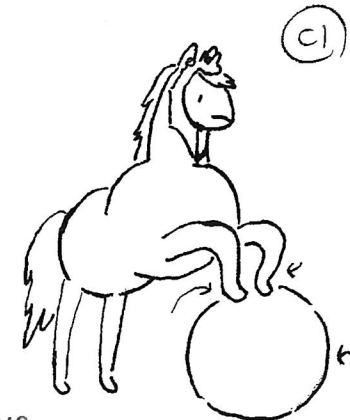
Dialog:

Action:

- JB TROTS UP TO BEACH BALL.

- JB HESITANTLY PLACES
HOoves ON BALL.

Timing:



MAR 03 2016

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ADVENTURE TIME



Sc. *9B cont* Pnl. *D*

Bg.

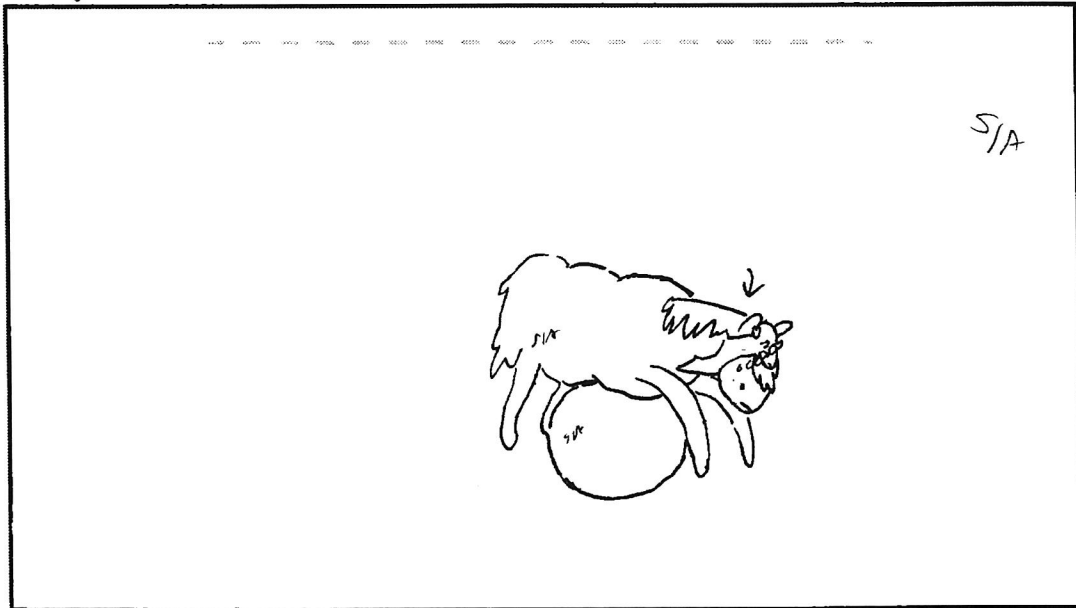
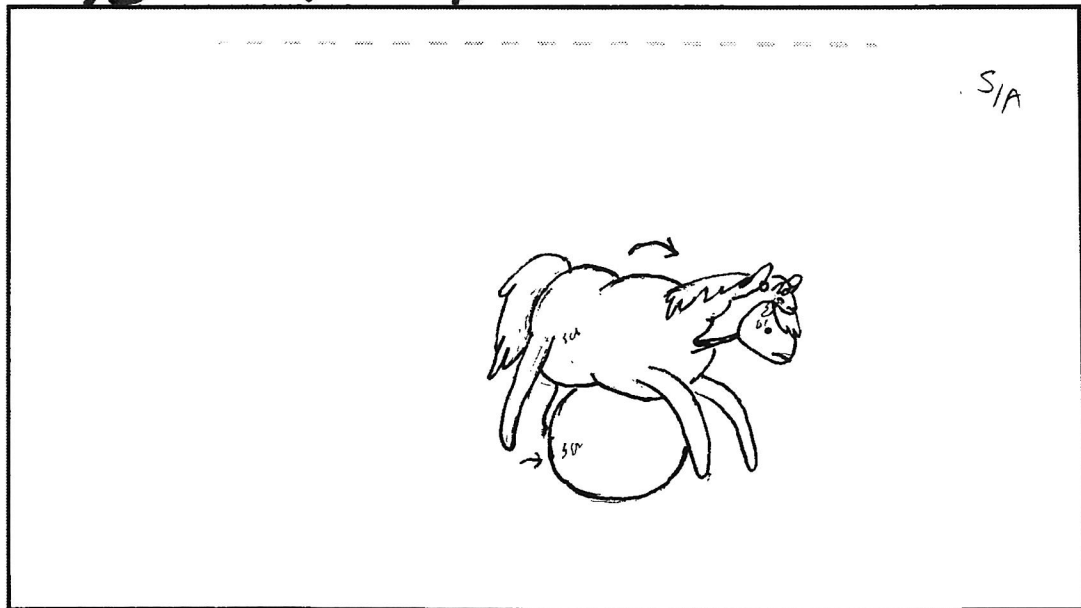
day night

Sc. *9B cont* Pnl. *E*

Bg.

day night

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Dialog:	
Action:	<i>- JB ROLLS FORWARD ONTO BALL.</i>
Timing:	MAR 03 2016

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Production:

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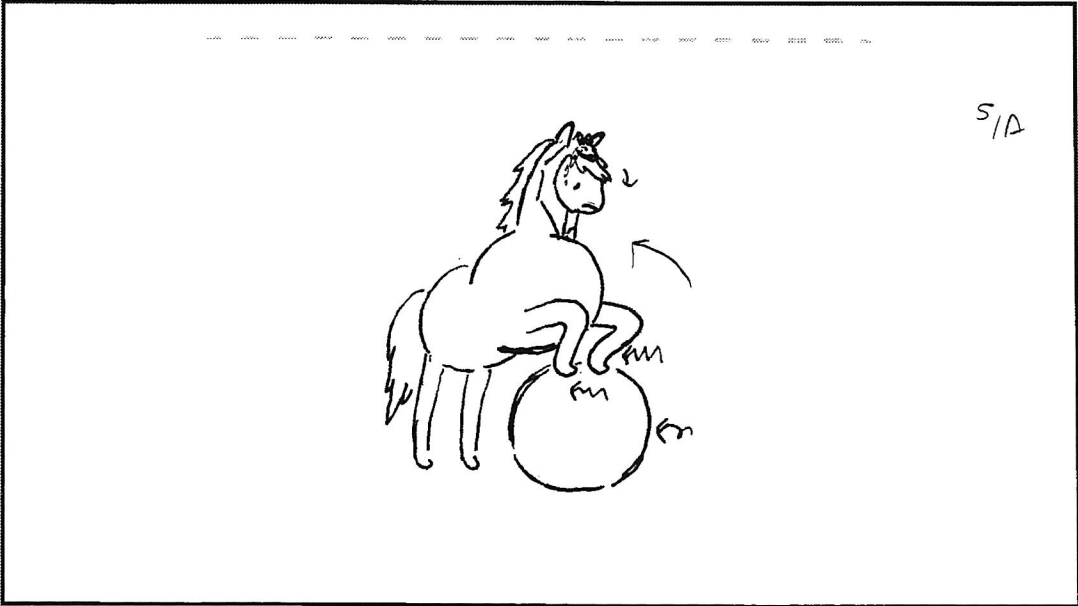
ADVENTURE TIME



Sc. *93 cont* Pnl. *F*

Bg.

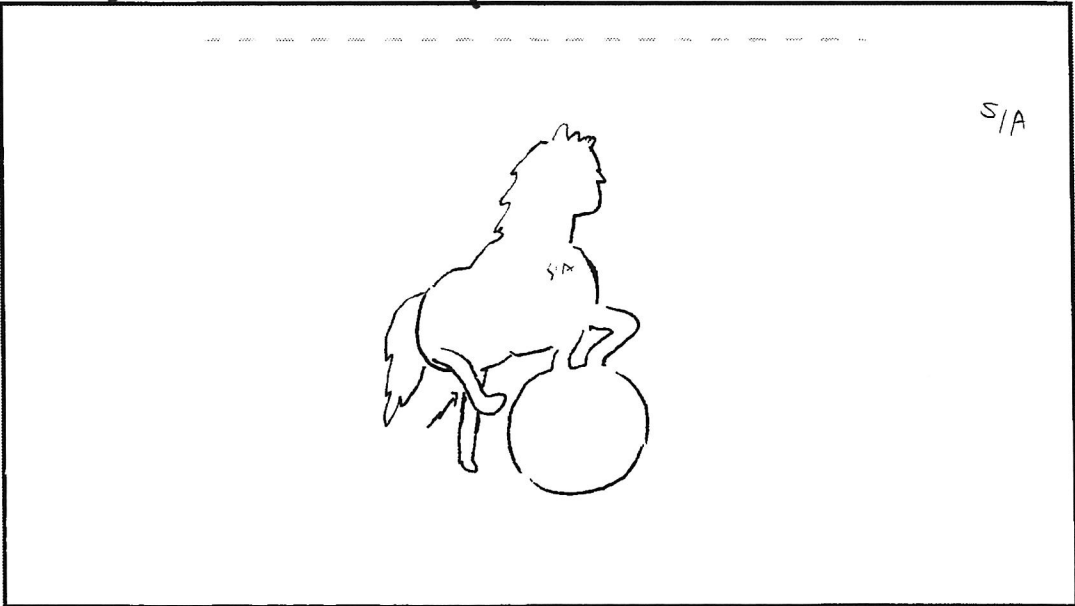
day night



Sc. *93 cont* Pnl. *G*

Bg.

day night



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Dialog:

Action:

- JB PULL 5 HOoves BACK TO RIGHT BALL.

- JB LIFTS BACK LEG.

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Timing:

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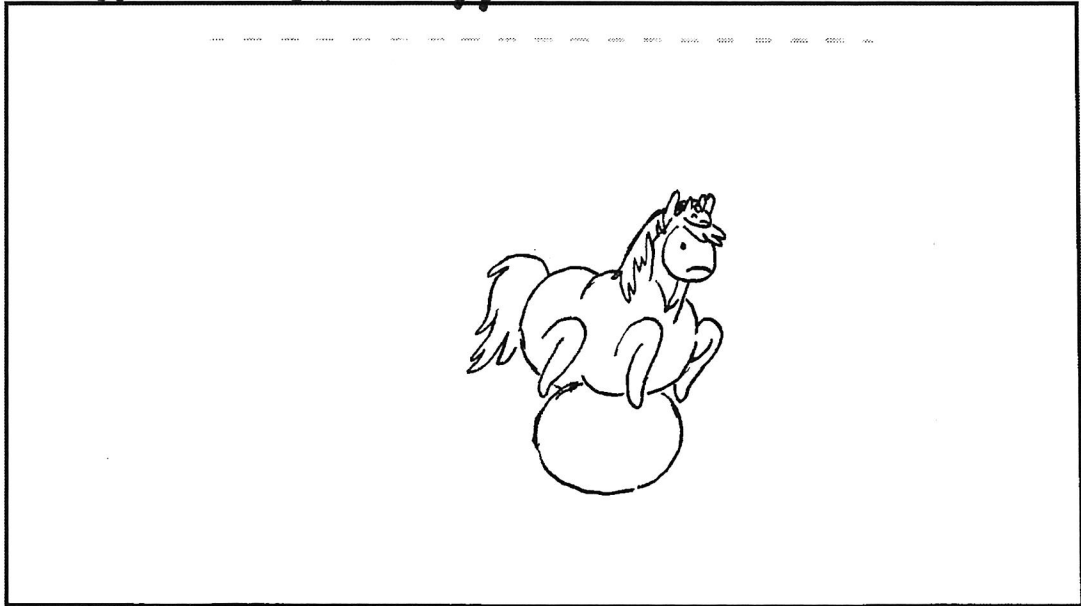
ADVENTURE TIME



Sc. 9B cont Pnl. H

Bg.

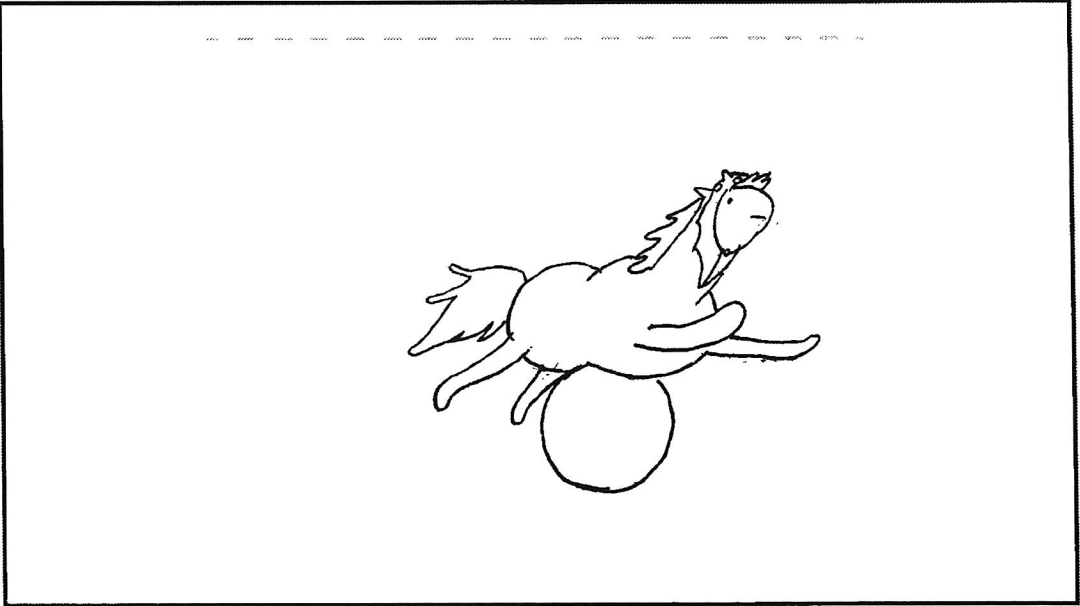
day night



Sc. 9B cont Pnl. I

Bg.

day night



Dialog:	<p>← 2x →</p>
Action:	
Timing:	

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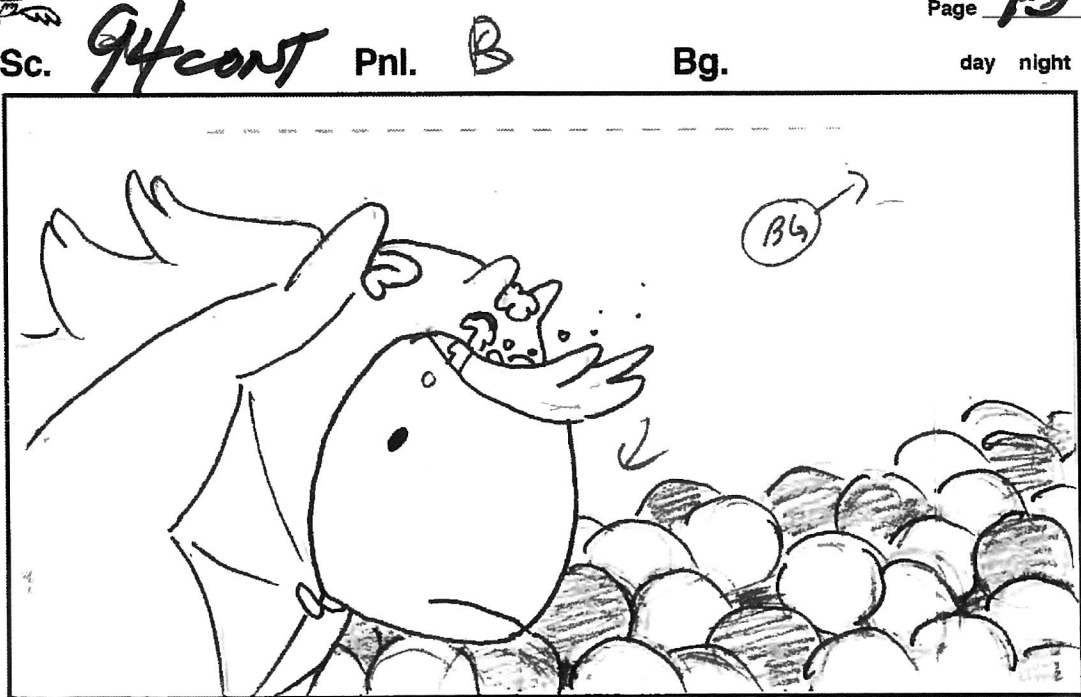
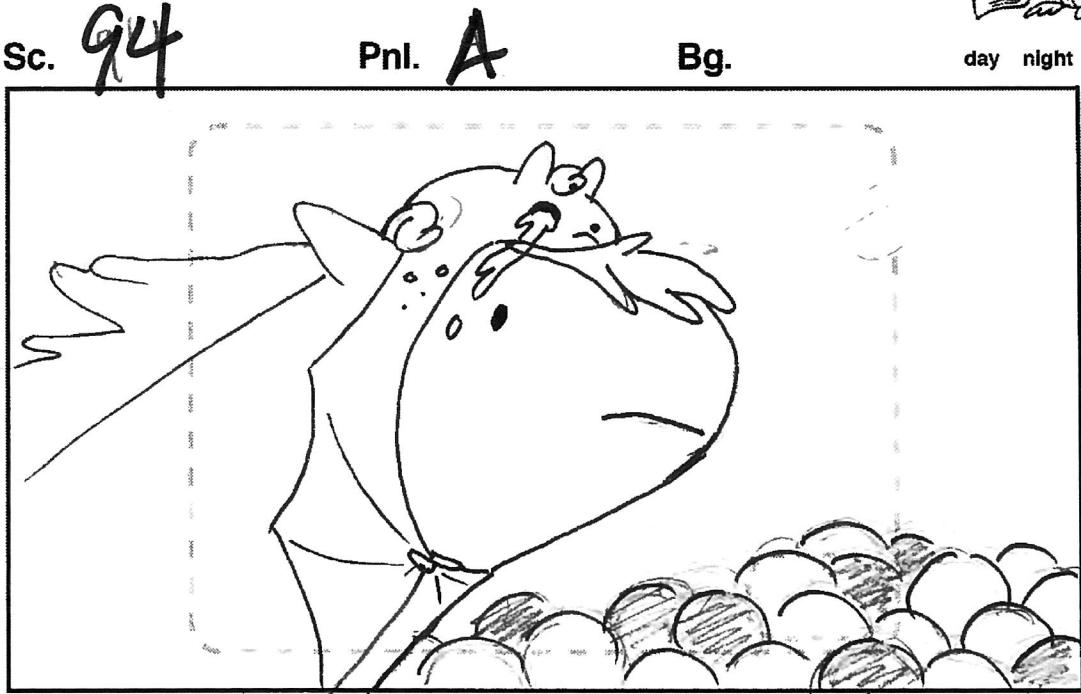
Production:

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ADVENTURE TIME



Dialog:	SP
Action:	MAR 03 2016
Timing:	

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Production:

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ADVENTURE TIME

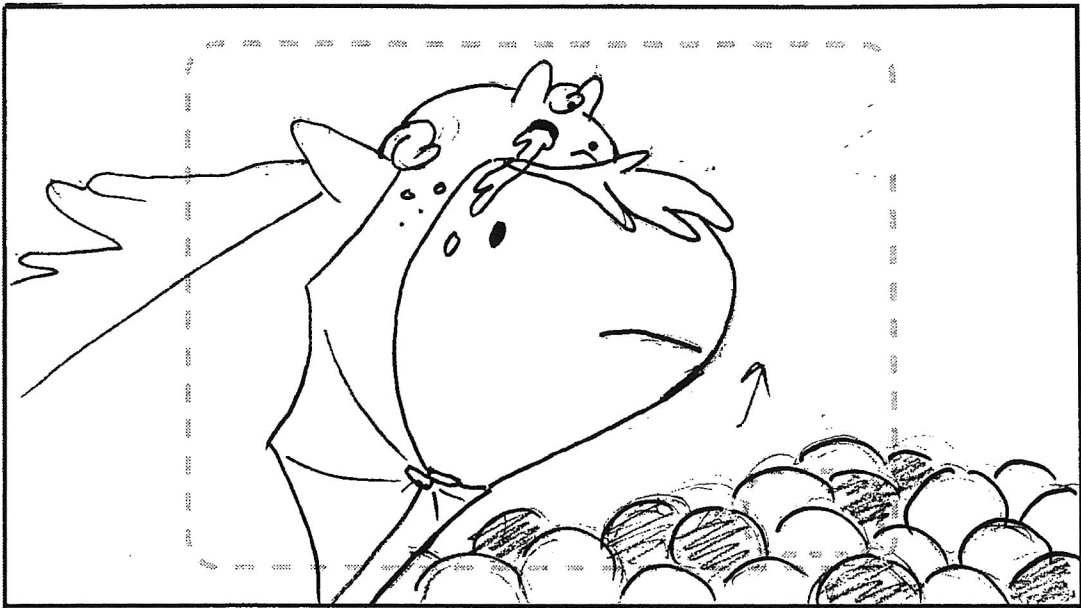


Page **159**

Sc. 94 **CONT** Pnl. C

Bg.

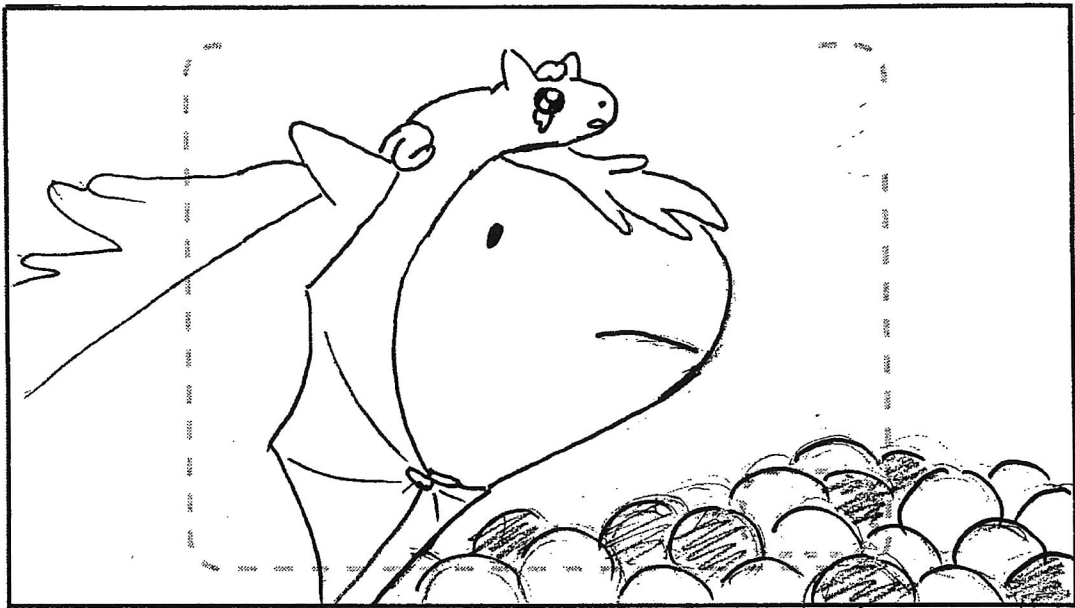
day night



Sc. 94 **CONT** Pnl. D

Bg.

day night



Dialog:

(FB) SQUEAK SQUEAK?

Action:

-BAT OPENS EYES.

Timing:



MAR 11 3 2016



Pr

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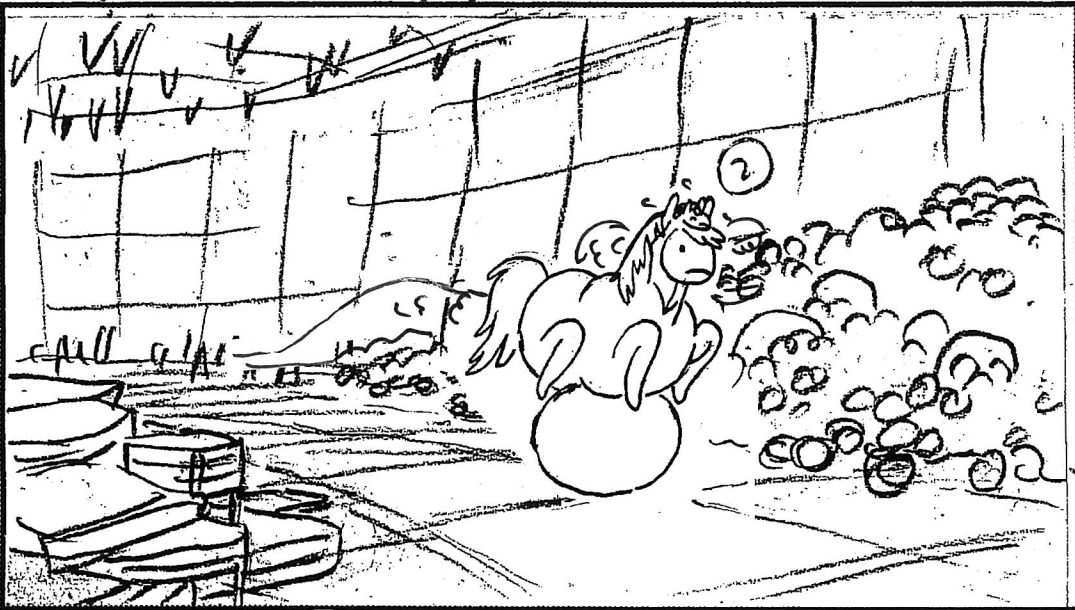
1042 247

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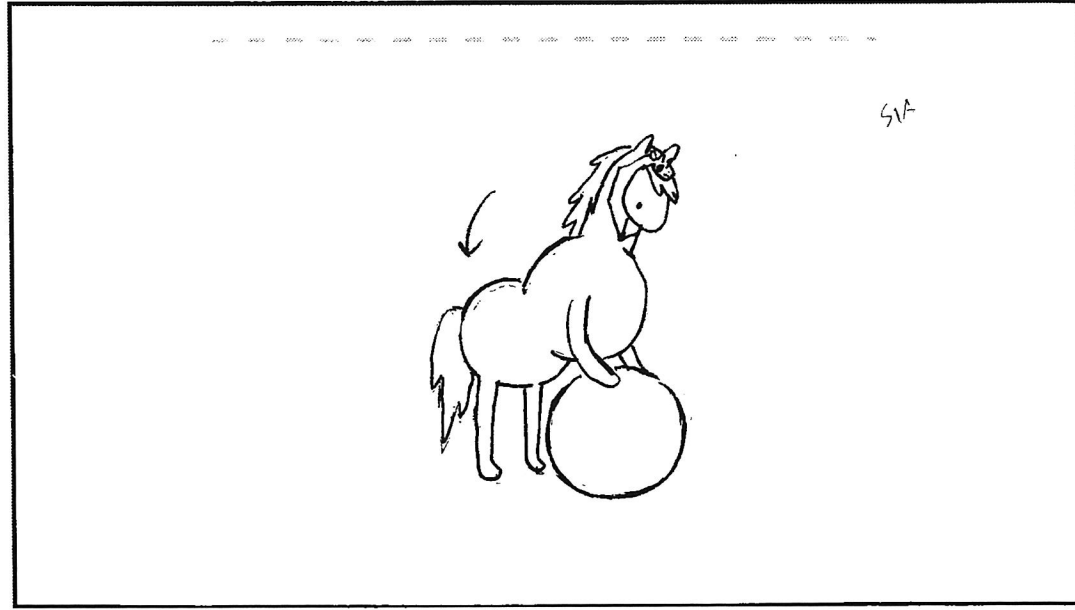
ADVENTURE TIME



Sc. 95 Pnl. A Bg. day night



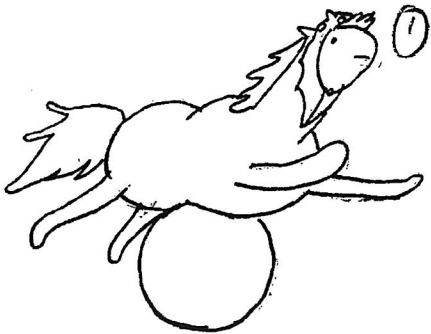
Sc. 95 cont Pnl. B Bg. day night



Dialog:

Action:

Timing:



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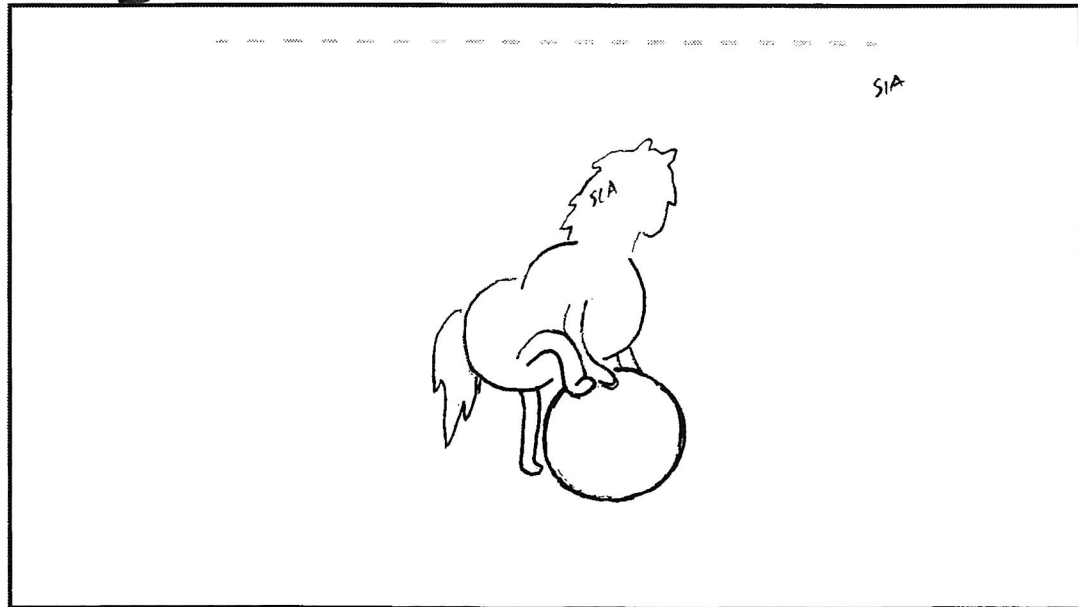


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Sc. **95 cont** Pnl. **C**

Bg.

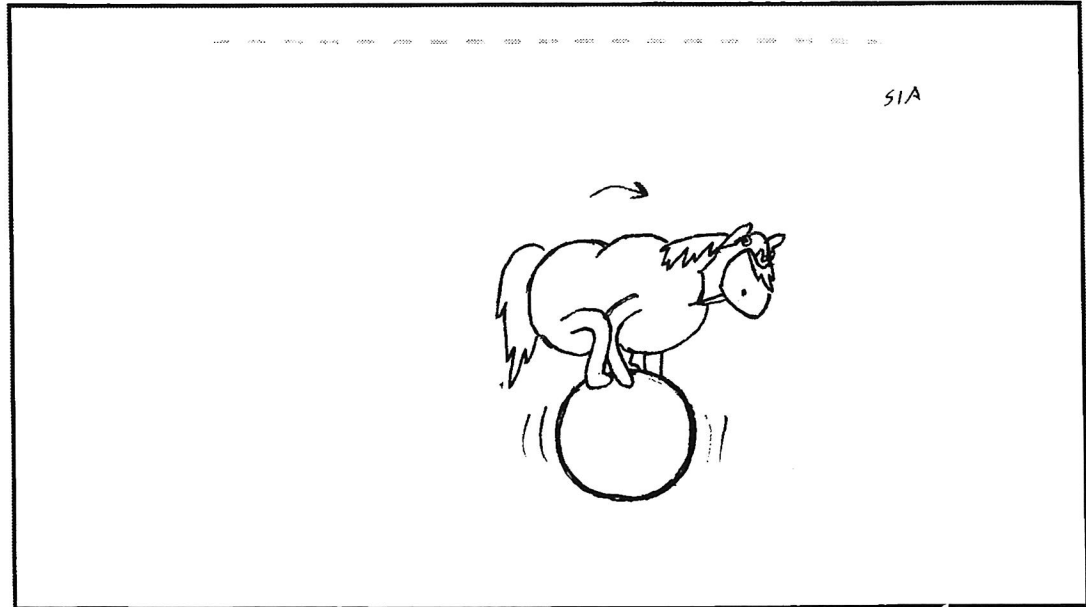
day night



Sc. **95 cont** Pnl. **D**

Bg.

day night



Dialog:

Action:

-JB PUTS BACK FOOT ON BALL.

-JB TRIES TO BALANCE ON BALL.

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Timing:

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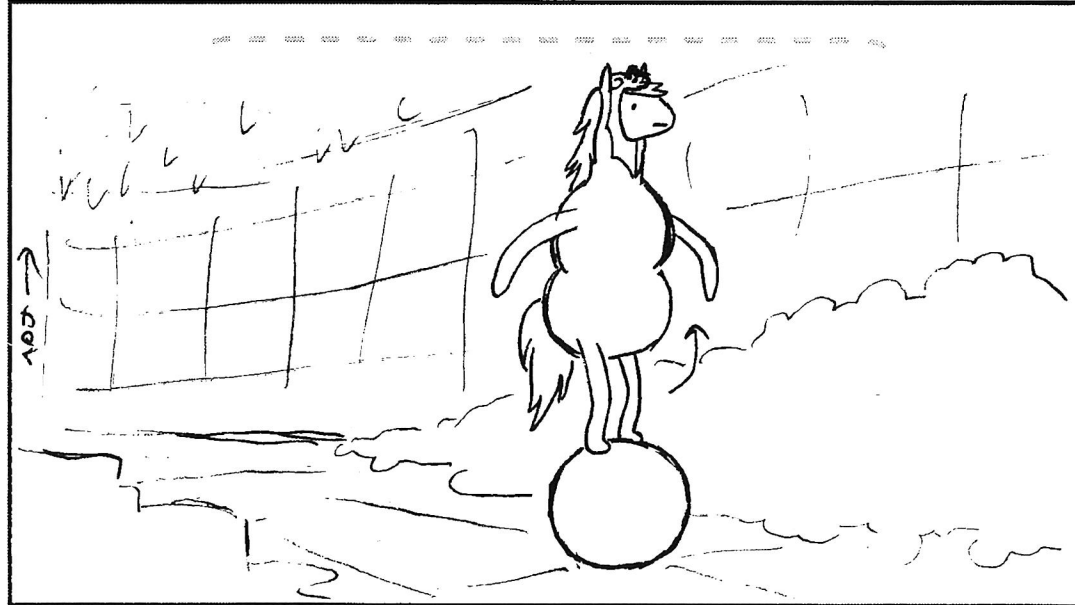
ADVENTURE TIME



Sc. **95 cont** Pnl. **E**

Bg.

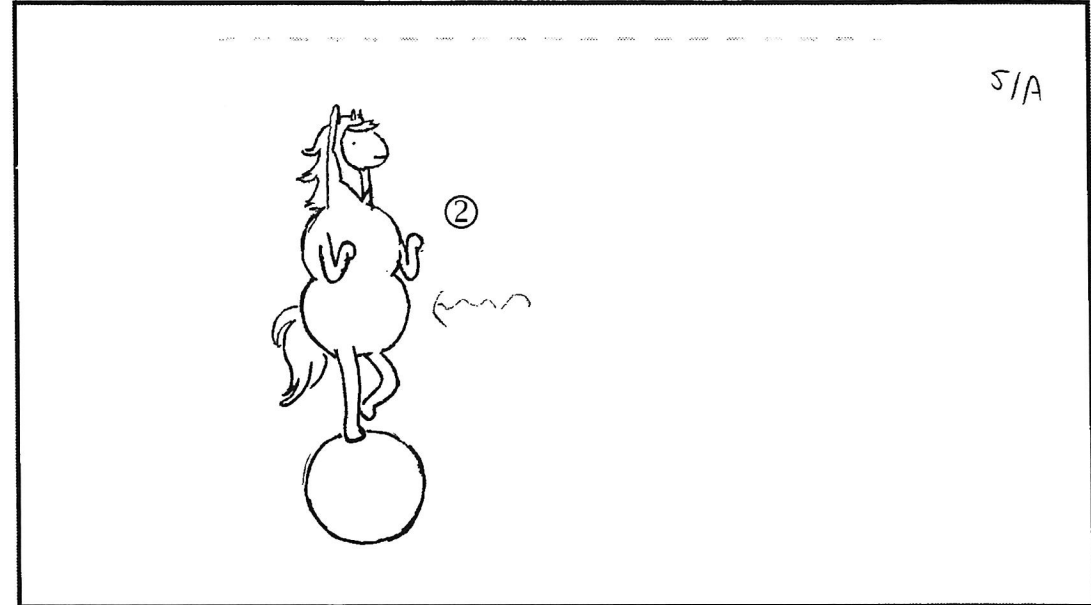
day night



Sc. **95 cont** Pnl. **F**

Bg.

day night



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Dialog:

(JB)

NEIGH

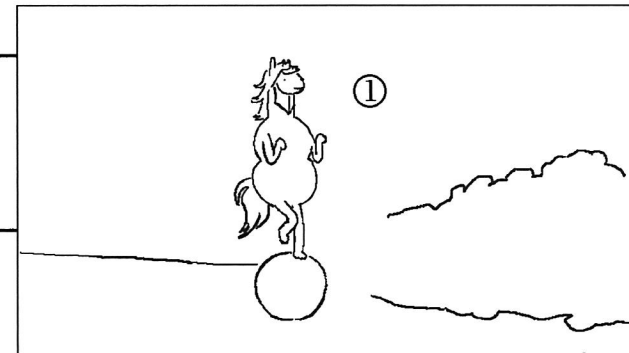
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Action:

-JB SLOWLY STANDS UP.

-JB ROLLS, WALKS BACK A FEW STEPS,

Timing:



Production:

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ADVENTURE TIME



Sc. 96

Pnl. A

Bg.

day night



Sc. 96 cont Pnl. B

Bg.

day night



Dialog:

(FB)

SQU(WHEEEEE)K!

Action:

Timing:



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Production:

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ADVENTURE TIME

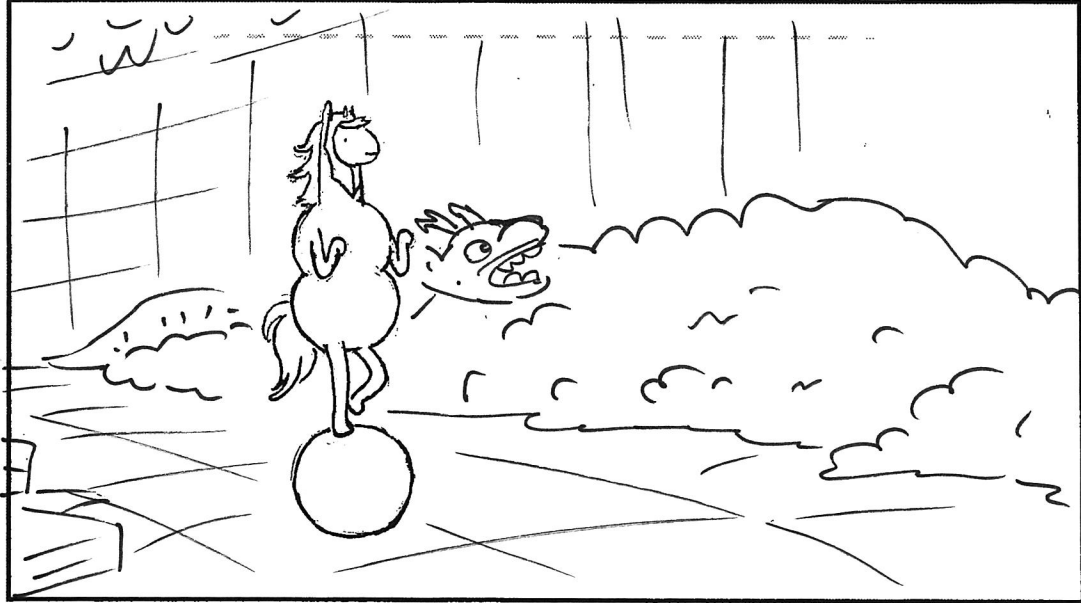


Sc. 97

Pnl. A

Bg.

day night



Dialog:

(JB)

[NEIGH-H-H-H]

Action:

- JB RUNS IN
SMALL CIRCLE.

Timing:

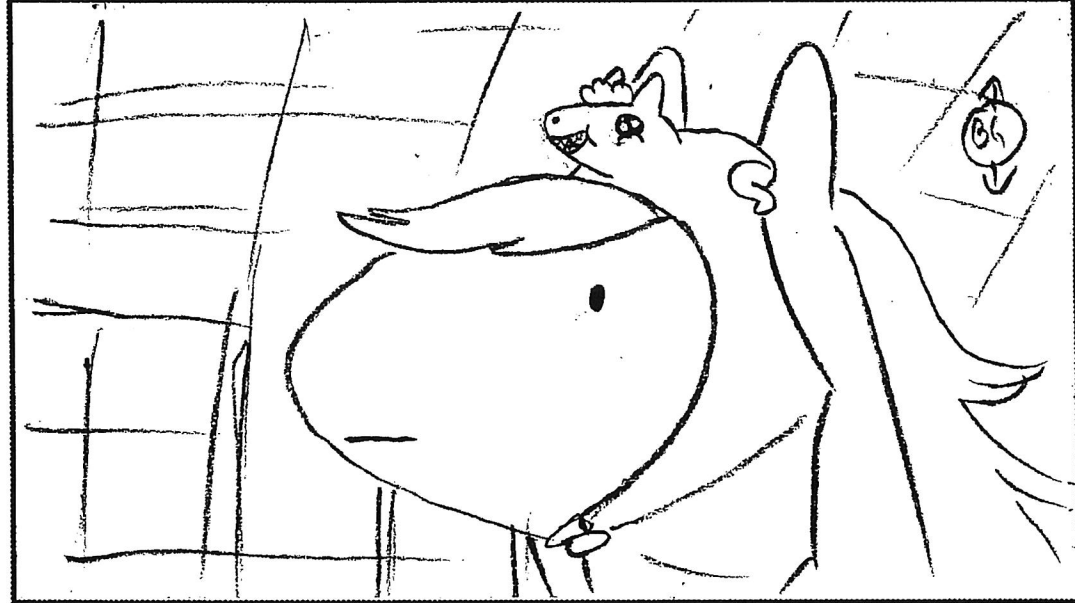


Sc. 98

Pnl. A

Bg.

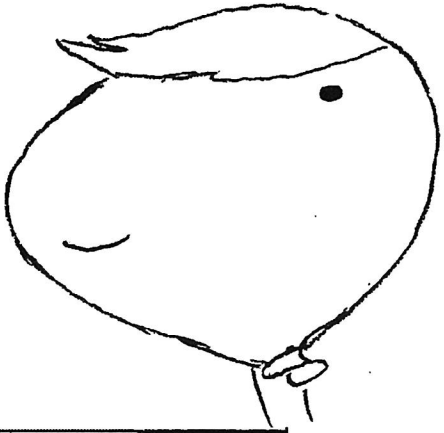
day night



(FB) : SQUEAK
SQUEAK !

- JB LOOKS UP AT BAT.

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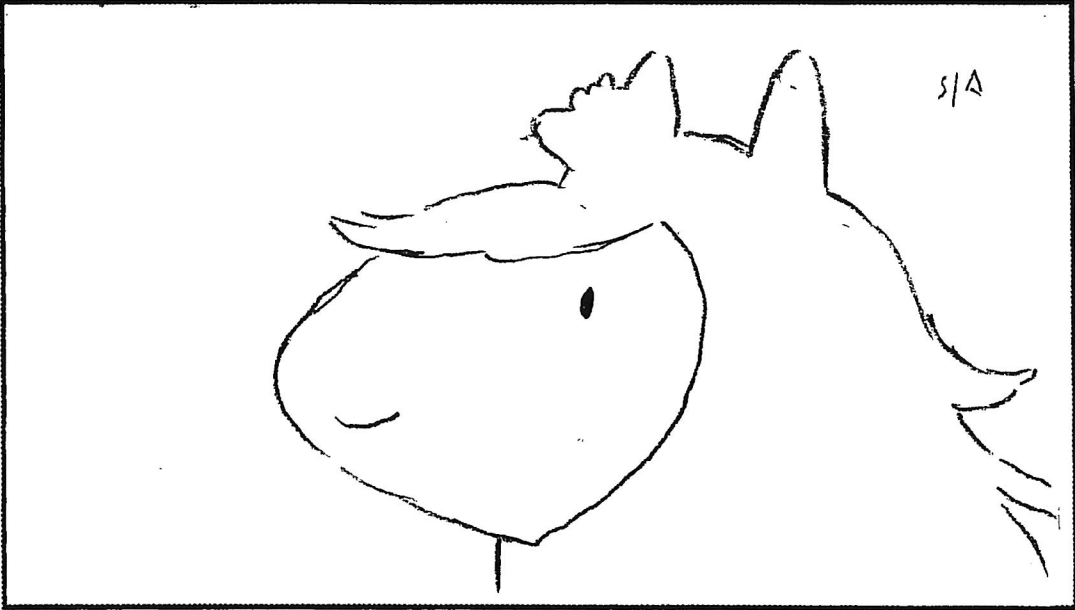


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Sc. 98 cont Pnl. B

Bg.

day night

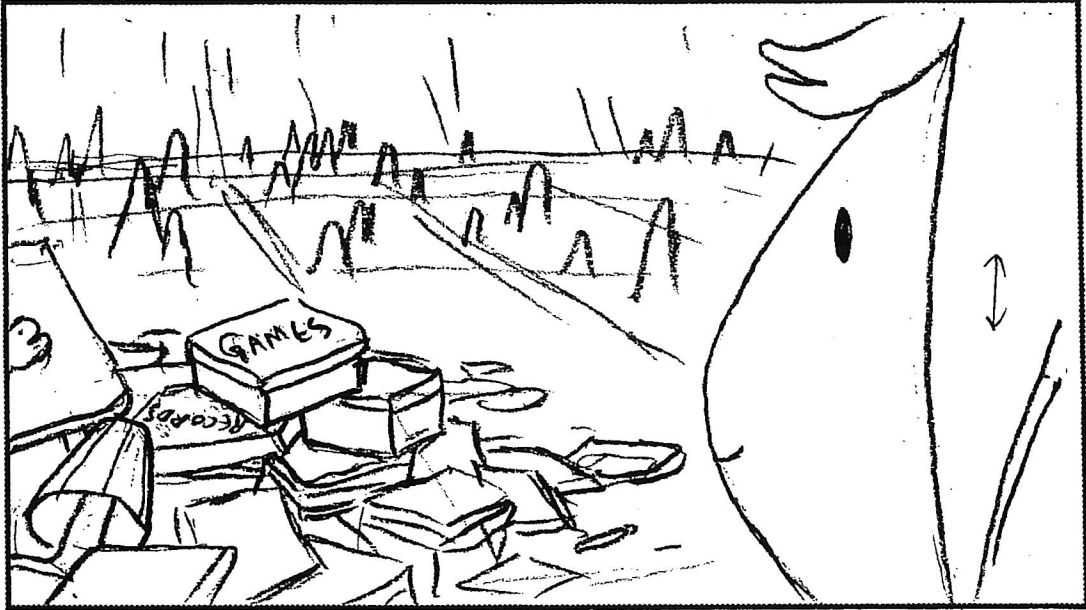


Sc. 99

Pnl. A

Bg.

day night



Dialog:

Action:

-JB LOOKS FORWARD

-JB LOOKS AT STACK OF BOARD GAMES.

Timing:

MAR 03 2016

EPISODE # 1042-247

Production:

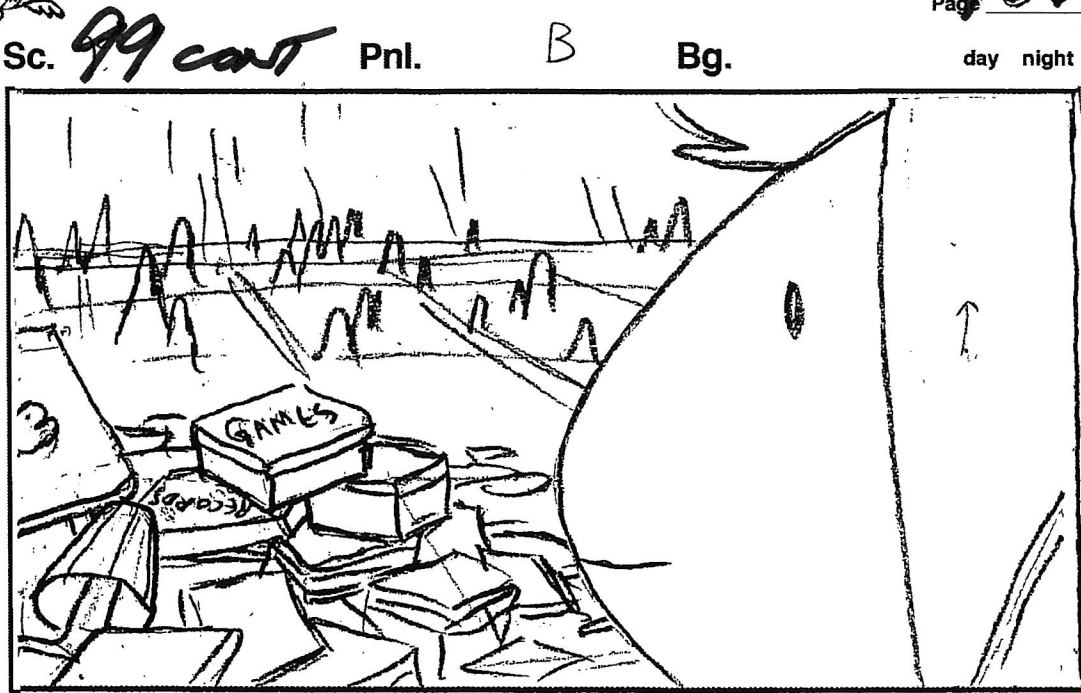
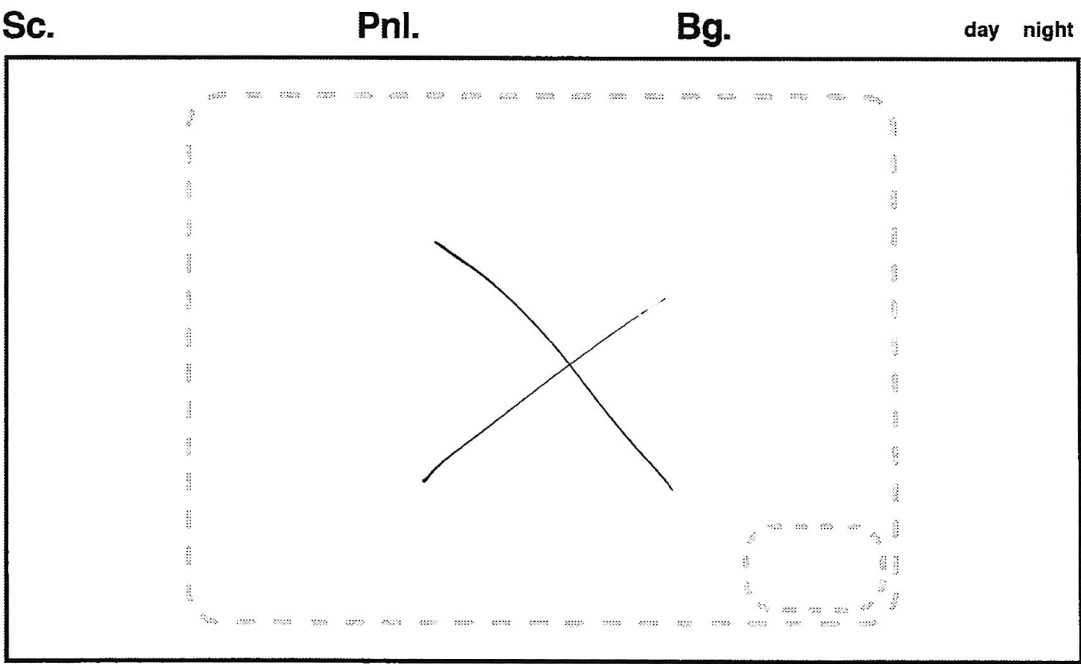
1042 247

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ADVENTURE TIME



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Dialog:
Action: - JB LOOKS AT BOARD GAMES.
Timing:

MAR 03 2016

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EPISODE #

Production:

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ADVENTURE TIME



Sc. **100**

Pnl. **A**

Bg.

day night

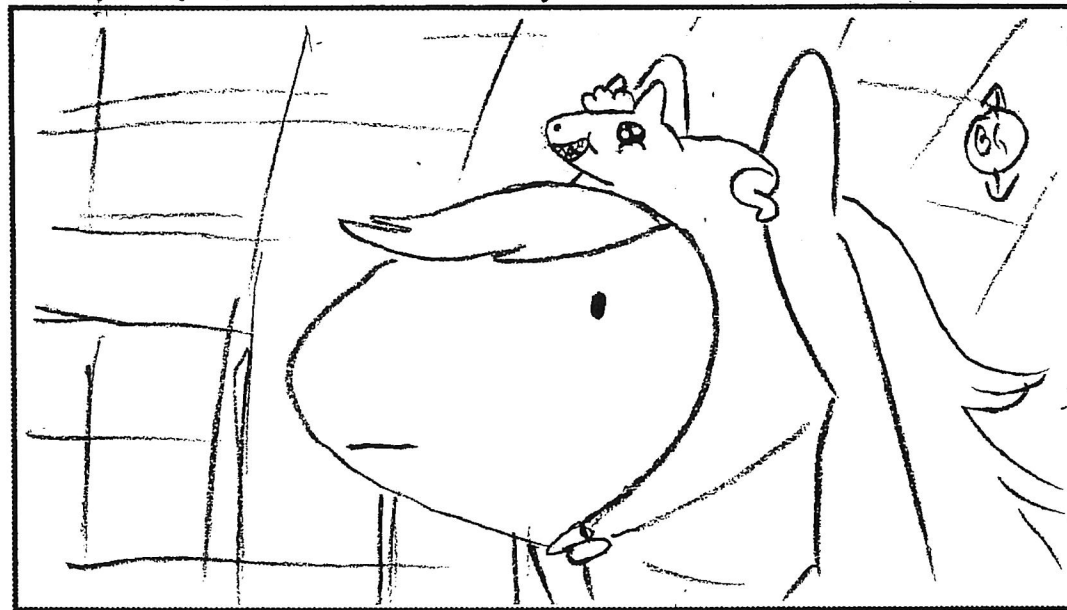


Sc. **101**

Pnl. **A**

Bg.

day night



EPISODE # 1042-247

1042 247

Dialog:

(JB)

"JAMES"

Action:

- CU of 'GAMES' Box

Timing:

MAR 03 2016



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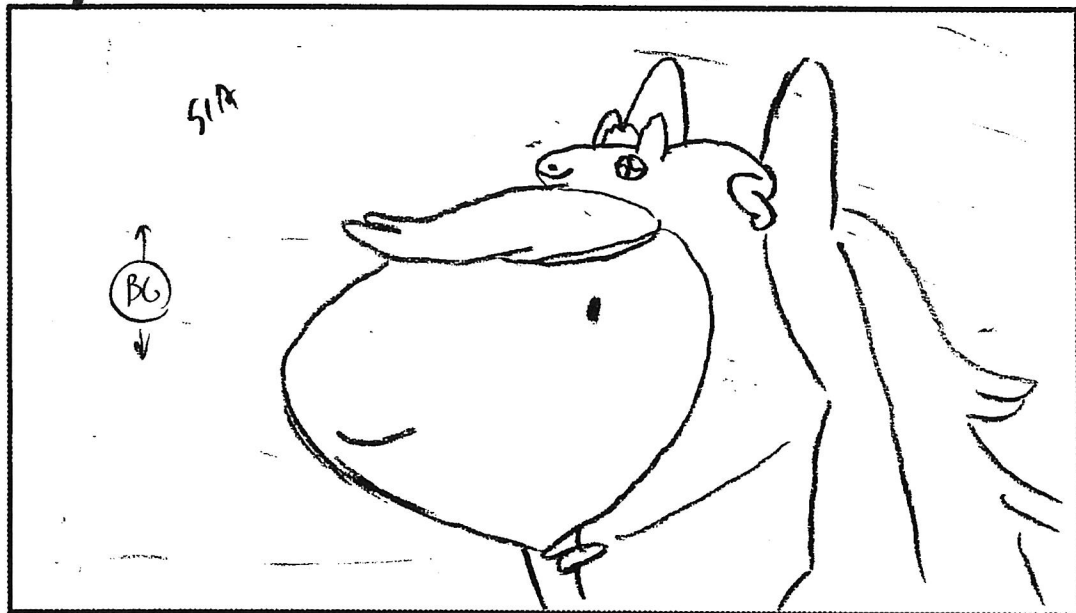
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ADVENTURE TIME



Sc. *101 cont* Pnl. *B* Bg.

day night



Sc. *101 cont* Pnl. *C* Bg.

day night



Dialog:

Action:

- JB LOOKS TO HIS LEFT.

MAR 03 2015

Timing:

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Production:

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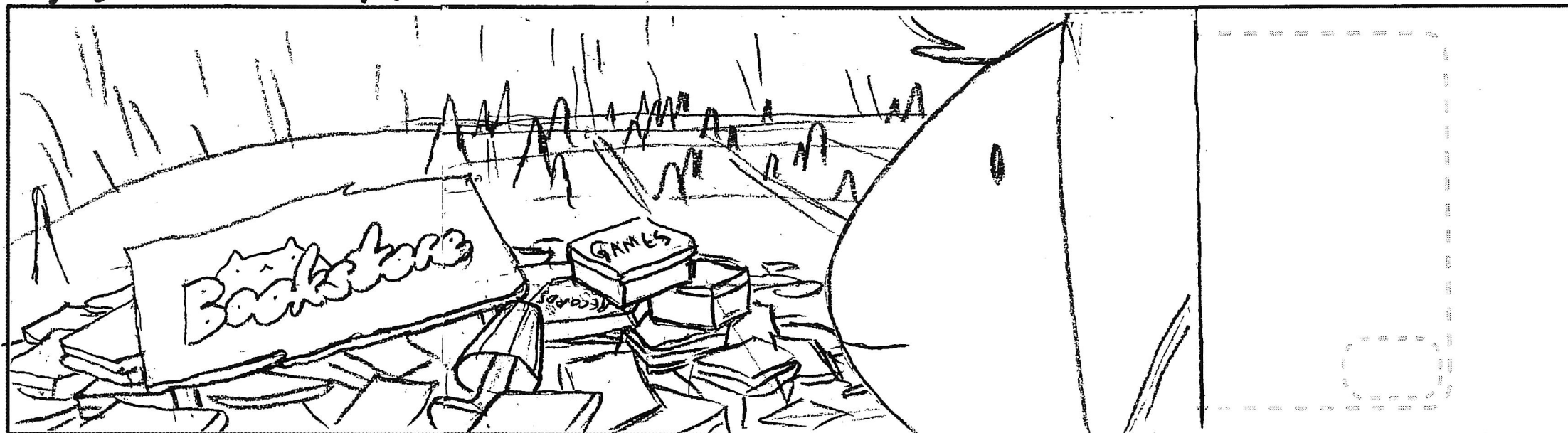
ADVENTURE TIME



NO SC'S
103-104

Page **169**
day night

Sc. **102** Pnl. **A** Bg. day night Sc. Pnl. Bg. day night



Dialog:

STOP

← PAN

STARTS

Action:

- PAN LEFT TO BOOK STORE SIGN.

MAR 03 2018

Timing:

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Production:

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ADVENTURE TIME



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Sc. **105**

Pnl. **A**

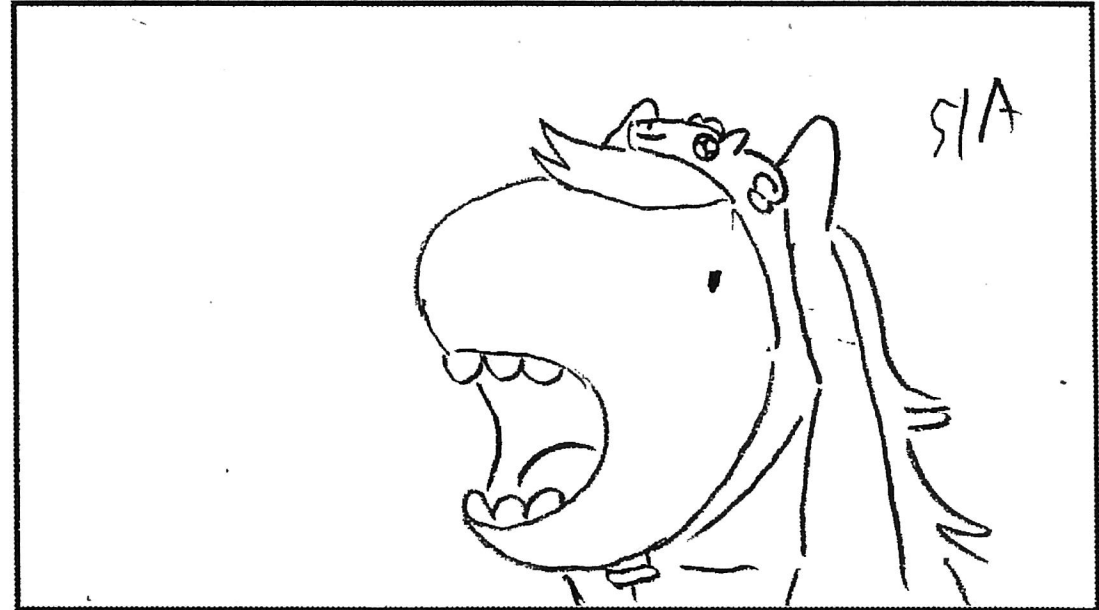
Bg.

day night

Sc. **105 cont** Pnl. **B**

Bg.

day night



Dialog:

⑤: **BAXTERRRR!**

Action:

Timing:

MAR 03 2016

EPISODE # **1042-247**

Production:

1042 247

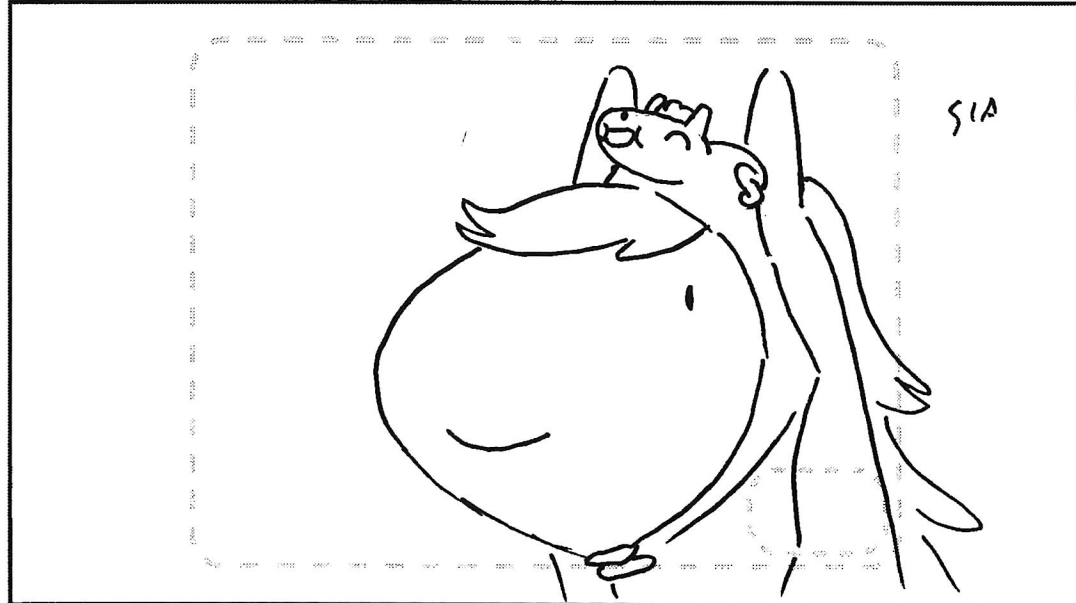
1042 247

ADVENTURE TIME

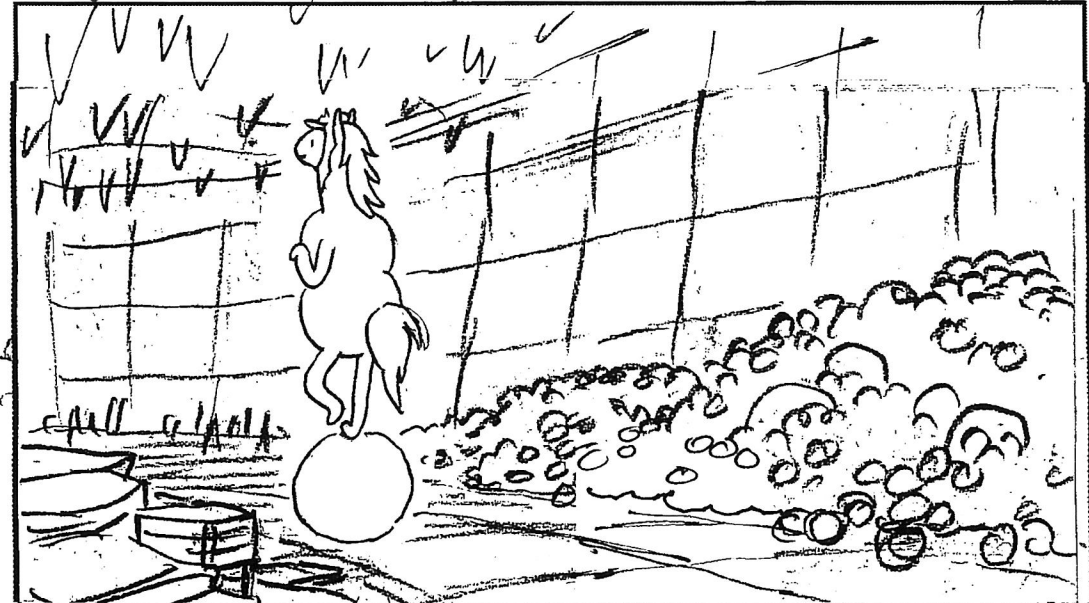


Page **171**
day night

Sc. **105 cont** Pnl. **C** Bg.



Sc. **106** Pnl. **A** Bg.



EPISODE # **1042-247**

Dialog:

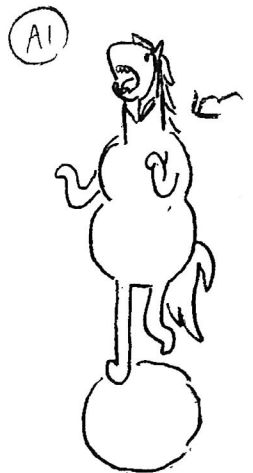
(FB) [GIGGLES]

(B): JA - A - A ->

Action:

Timing:

MAR 03 2016



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ADVENTURE TIME



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Sc. 106 cont Pnl. B

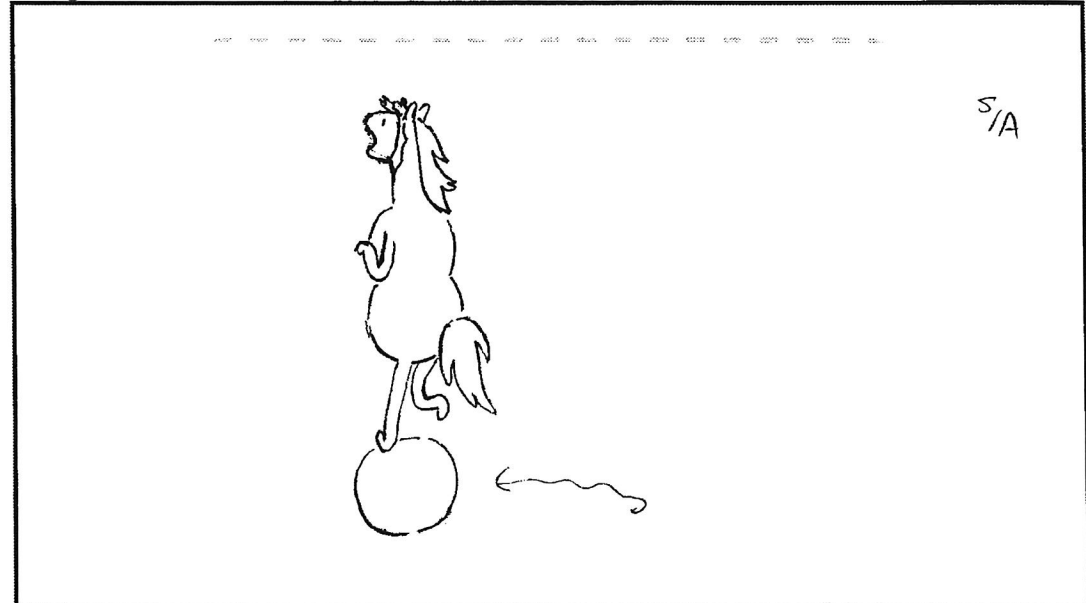
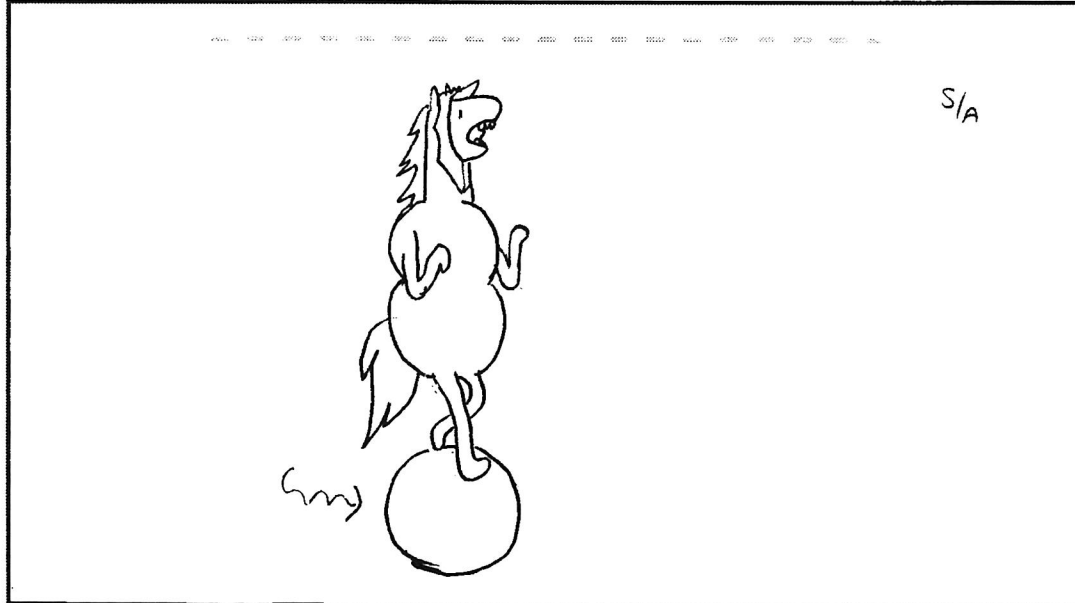
Bg.

day night

Sc. 106 cont Pnl. C

Bg.

day night



Dialog:

JB A-A-MES

BI

JB = BAYT →

Action:

Timing:



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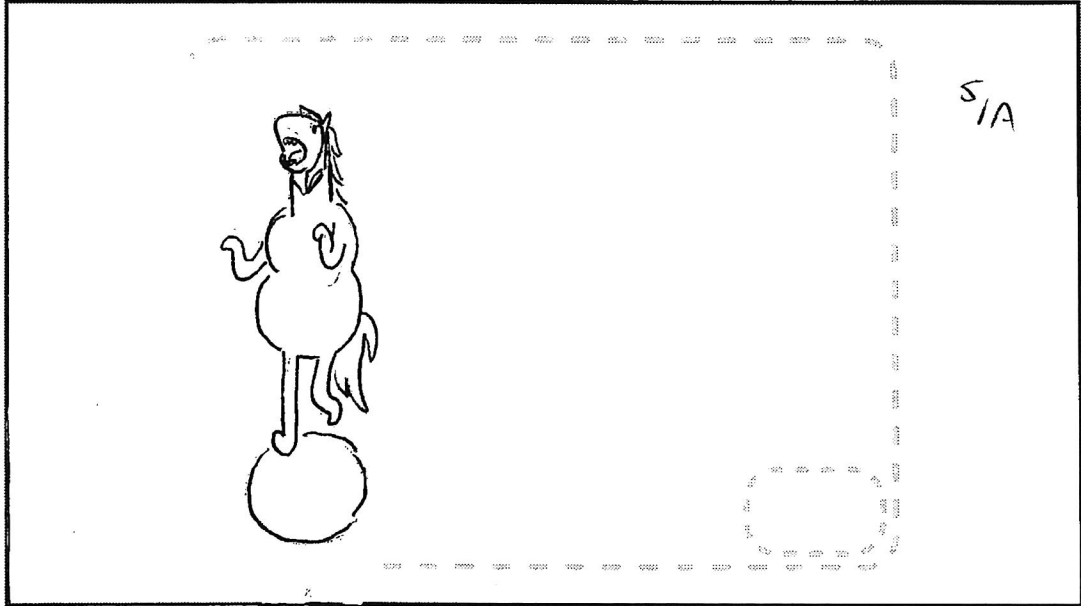
ADVENTURE TIME



Sc. 106 cont Pnl. D

Bg.

day night

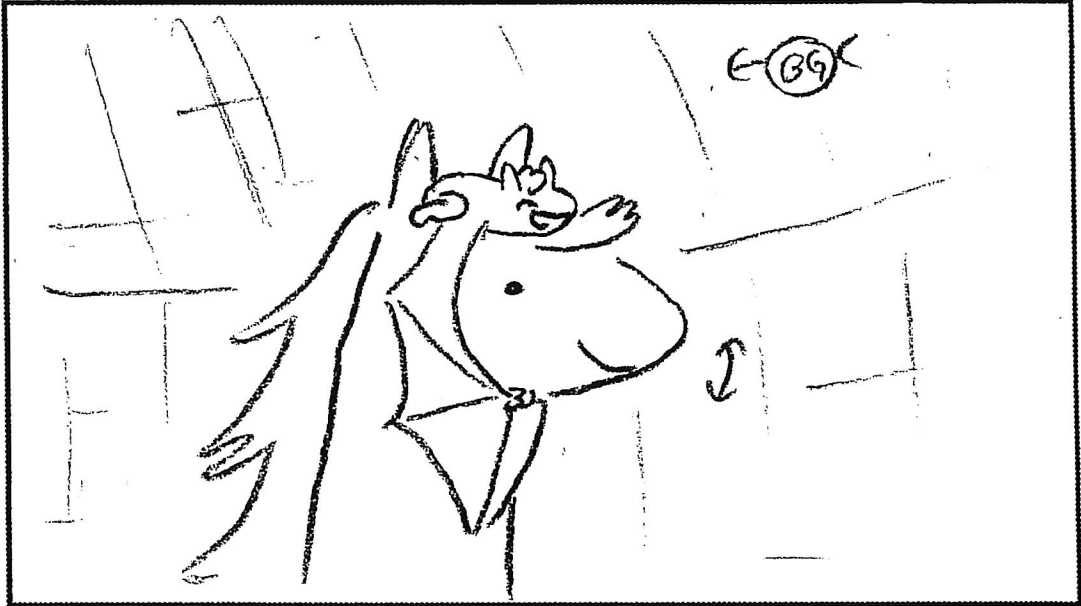


Sc. 107

Pnl. A

Bg.

day night



Dialog:
(FB) : TLR - R
Action:
Timing:

(DI)
(FB) : [GIGGLES HARDER]
- BAT CLAPS
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ADVENTURE TIME



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Sc. **107 cont** Pnl. **B**

Bg.

day night

Sc. **107 cont** Pnl. **C**

Bg.

day night



Dialog:

(FB) [LAUGHS MORE]

Action:

- FB KISSES JB
ON THE FOREHEAD

- JB BLUSHES

MAR 03 2016

Timing:

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Production:

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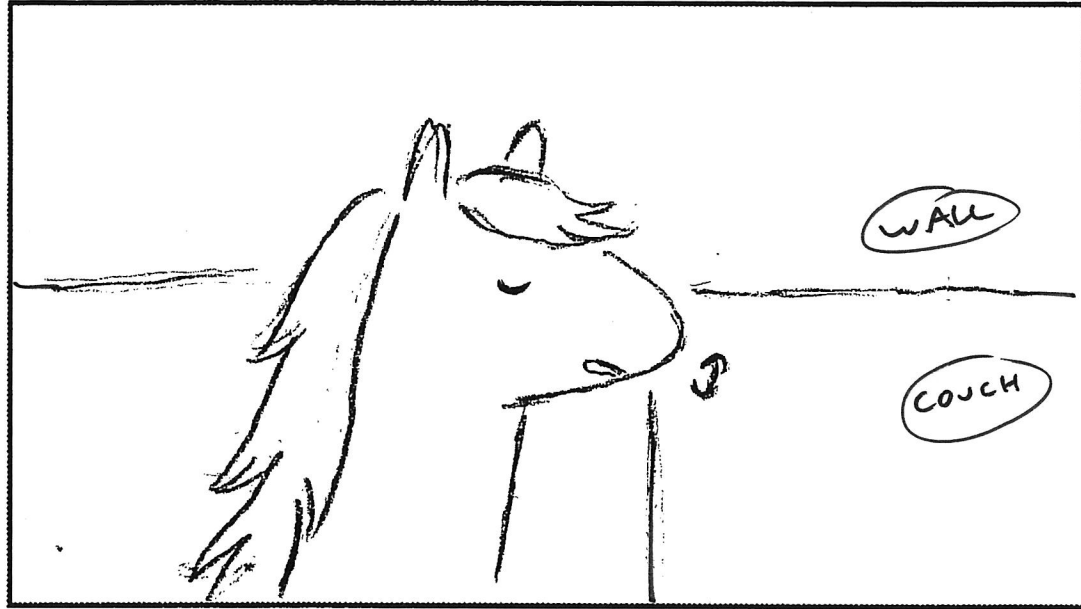
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ADVENTURE TIME

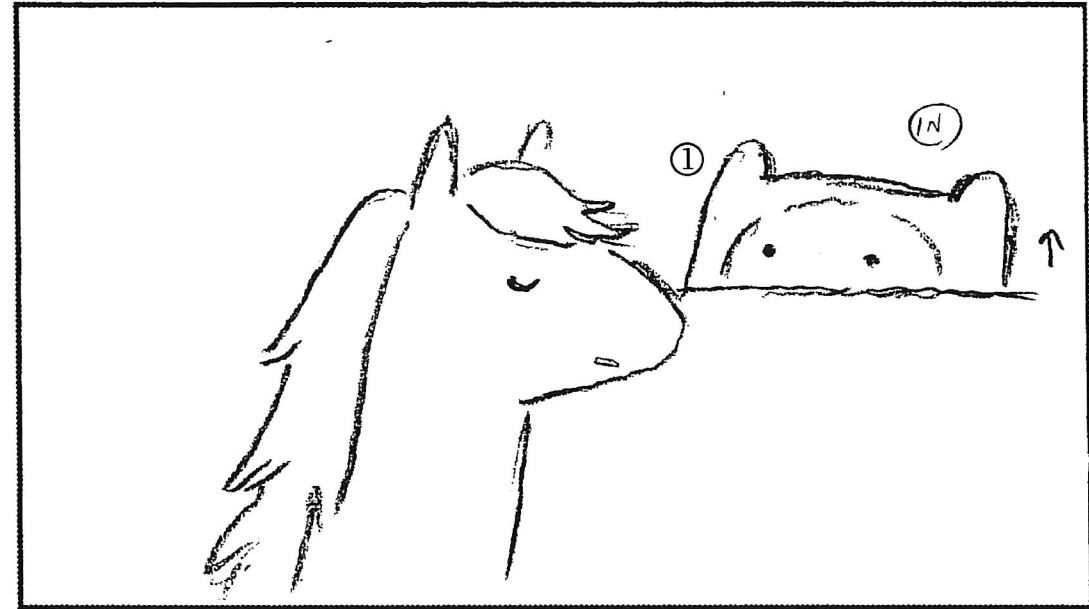


Page **175**

Sc. 107A Pnl. A Bg. day night



Sc. 107A *cont* Pnl. B Bg. day night



Dialog:

(JB): (MUTTERING)
JAMES - BAXTER...

(JB): JAMES...
BAXTER...

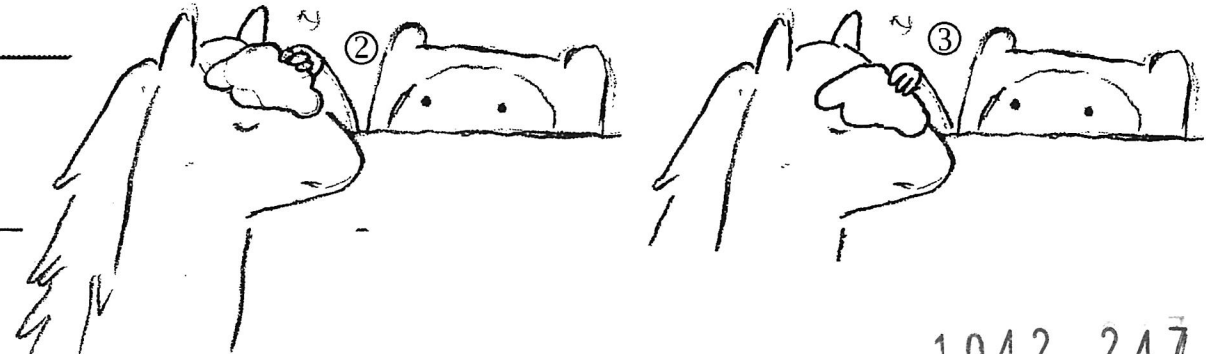
Action:

- FADE BACK TO
REALITY
- JAMES STILL BOBBING
HEAD LIKE HE'S DREAMING

- F. RISES UP
BEHIND COUCH - F. PATS HEAD W/
WASH CLOTH.

MAR 03 2016

Timing:



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ADVENTURE TIME



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Sc. **107A cont** Pnl. **C**

Bg.

day night

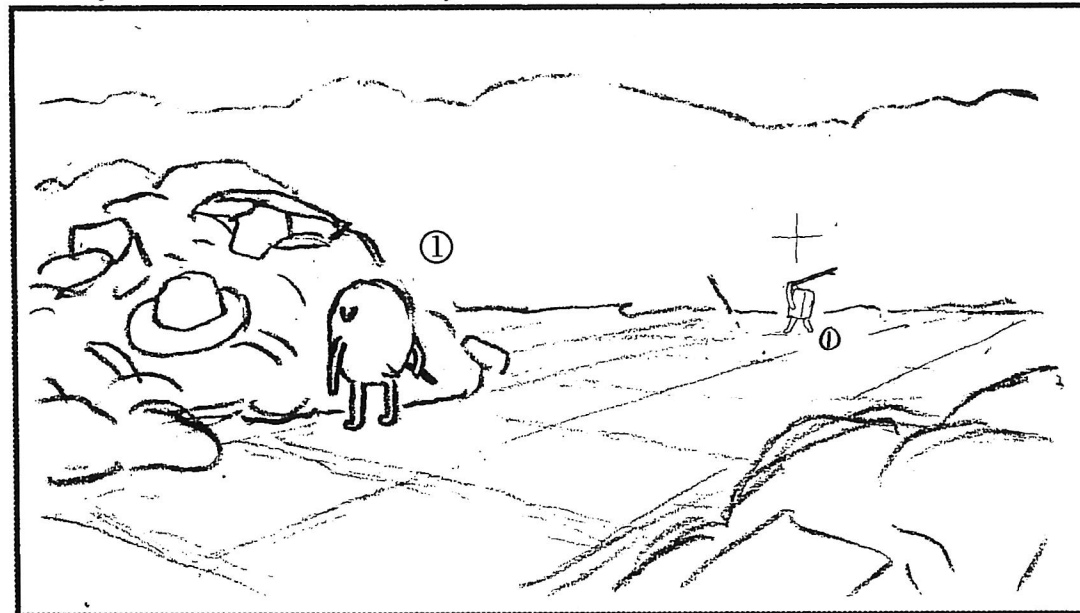


Sc. **108**

Pnl. **A**

Bg.

day night



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Dialog:

Action:

- F. SETTLES/HIDES.

- BMO SWAYS AT
PILE W/ STICK.
- J. PICKS AT UNDERWEAR.

Timing:

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ADVENTURE TIME



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Sc. **108 cont** Pnl. **B**

Bg.

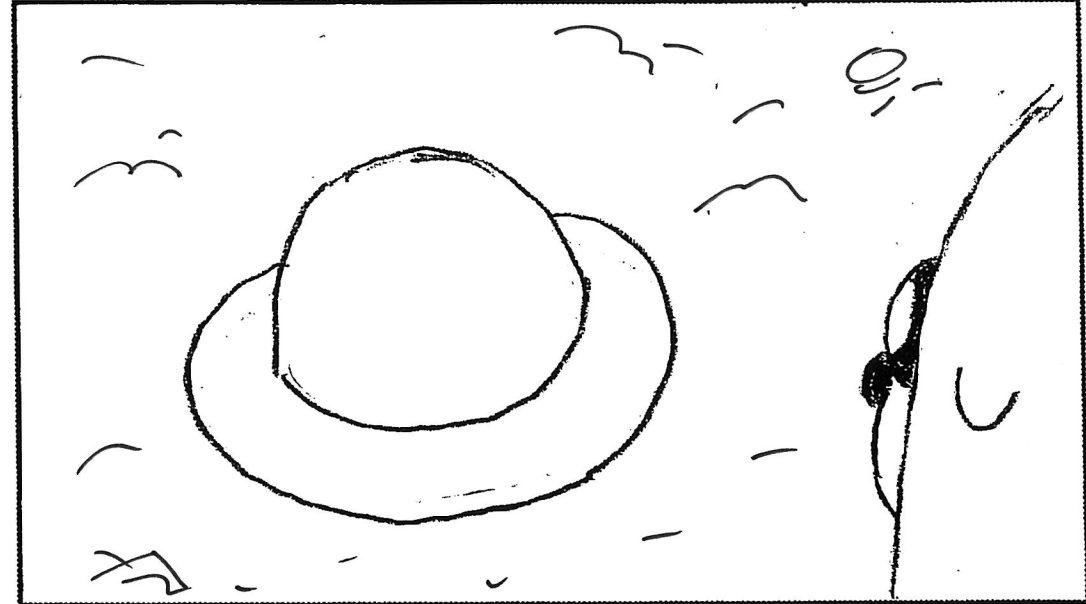
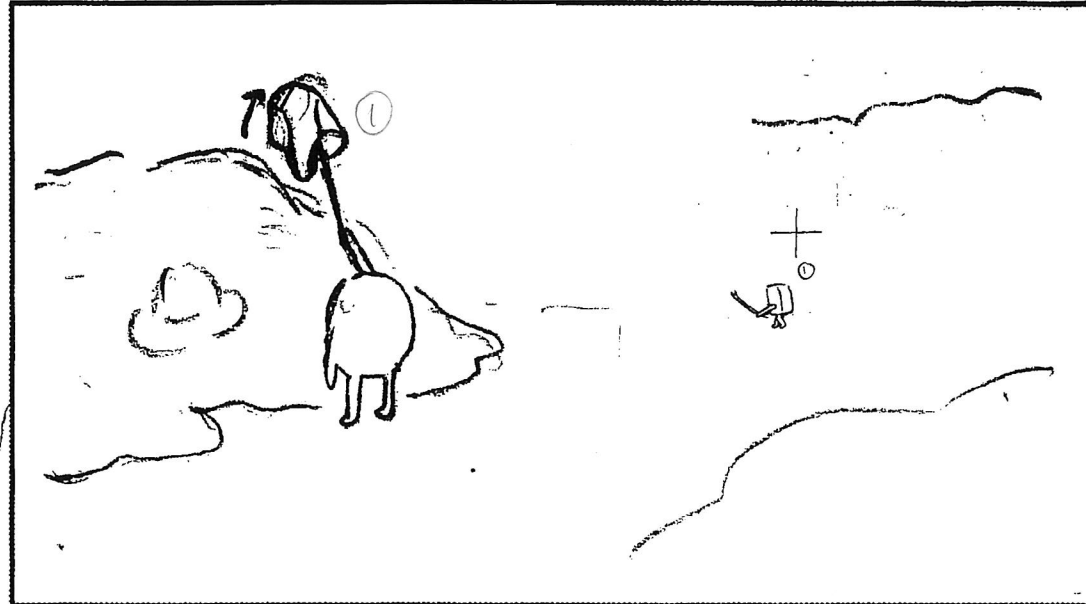
day night

Sc. **109**

Pnl. **A**

Bg.

day night

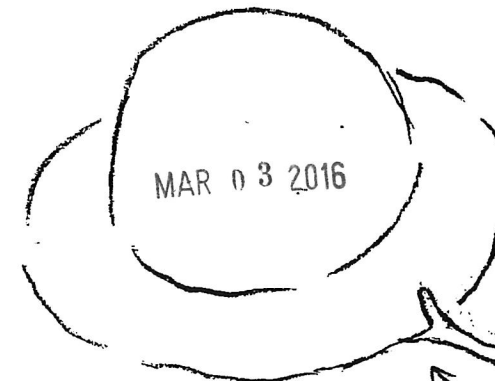


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Dialog:

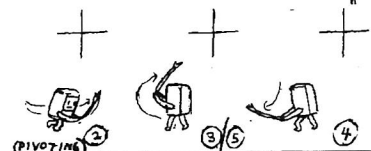
Action: -J. LIFTS
UNDERWEAR AND
PUTS IT BACK.

Timing:



-J. PUTS
STICK UNDER
EDGE OF HAT.

(A1)



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ADVENTURE TIME



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Sc.

109 cont Pnl. B

Bg.

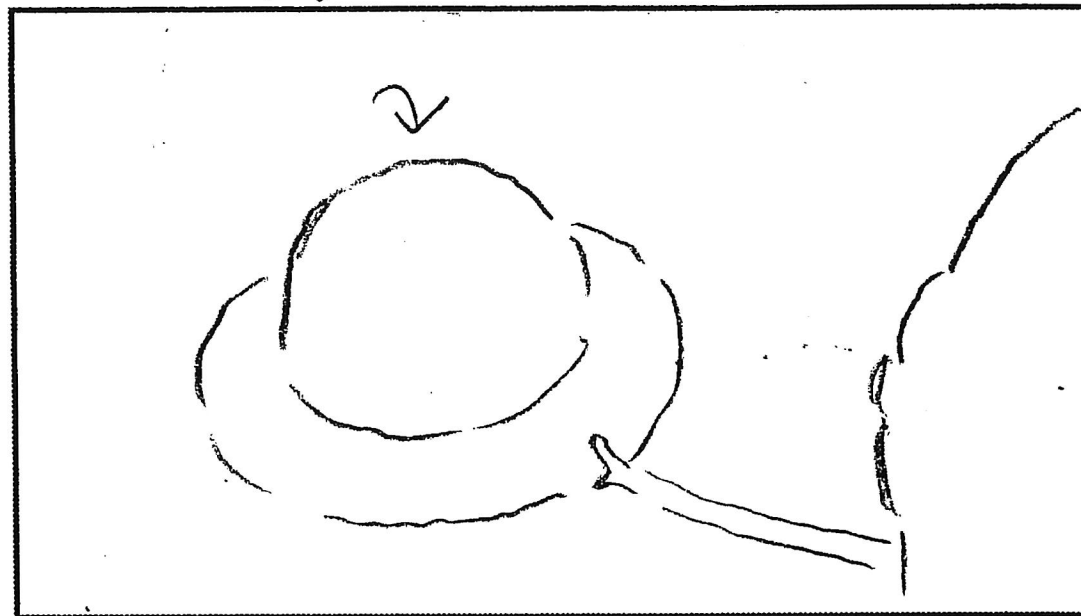
day night

Sc.

109 cont Pnl. C

Bg.

day night



Dialog:

- BEAT -

Action:

- J. LIFTS HAT TO REVEAL TINY FMT.

- J. REPLACES HAT.

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Timing:

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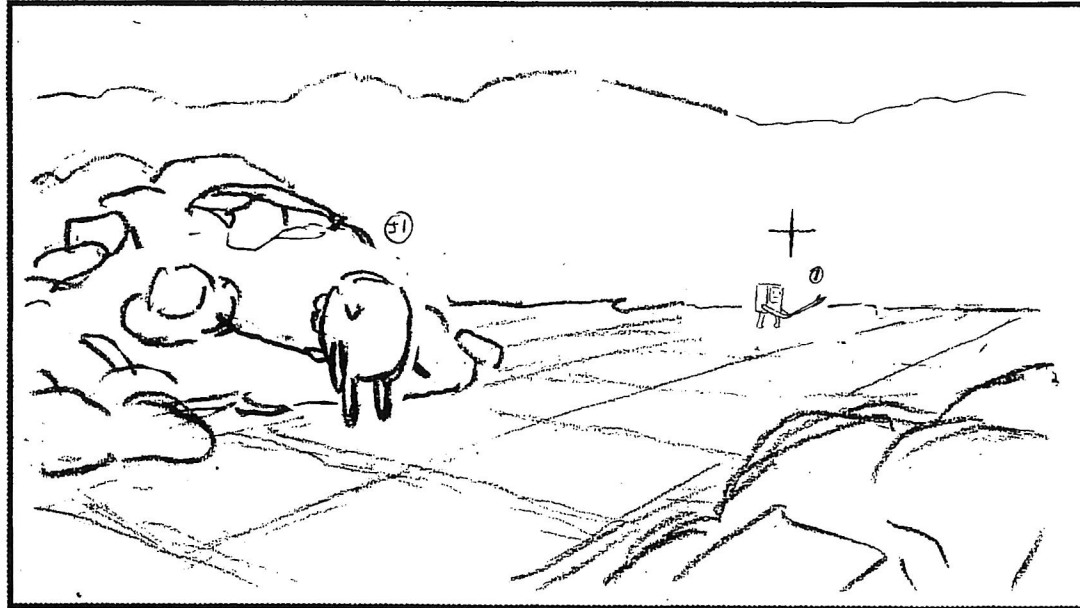
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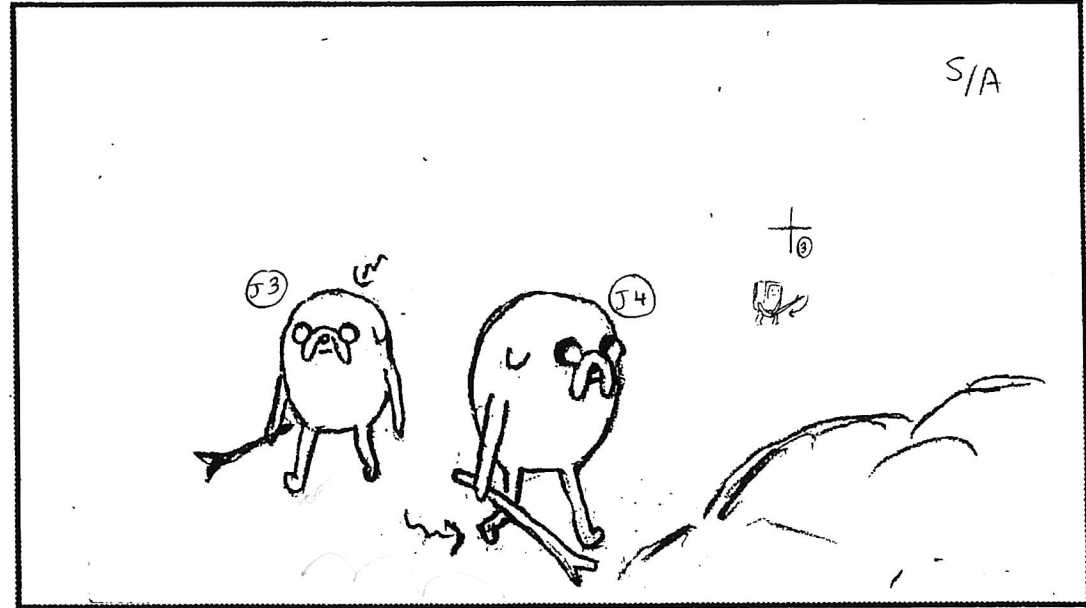


Page **179**

Sc. **110** Pnl. **A** Bg. day night



Sc. **110 cont** Pnl. **B** Bg. day night



Dialog:

Bmo: Beach ball! Beach ball!

② : WHOA !

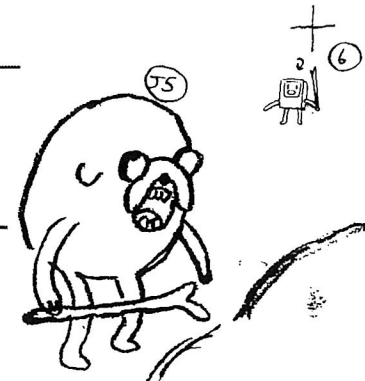
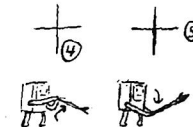
Action: - BMO WAVING STICK

Timing:



- BMO WAVING STICK
- J WALKS OVER TO PILE IN FOREGROUND
- BMO TURNS

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ADVENTURE TIME



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Sc. **NO CONT** Pnl. **C**

Bg.

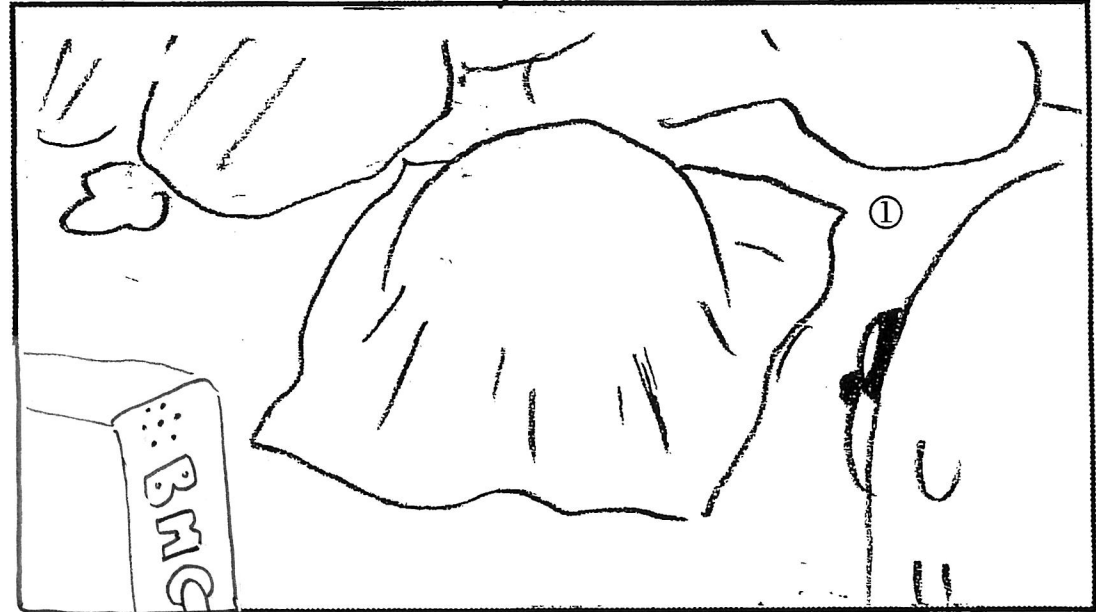
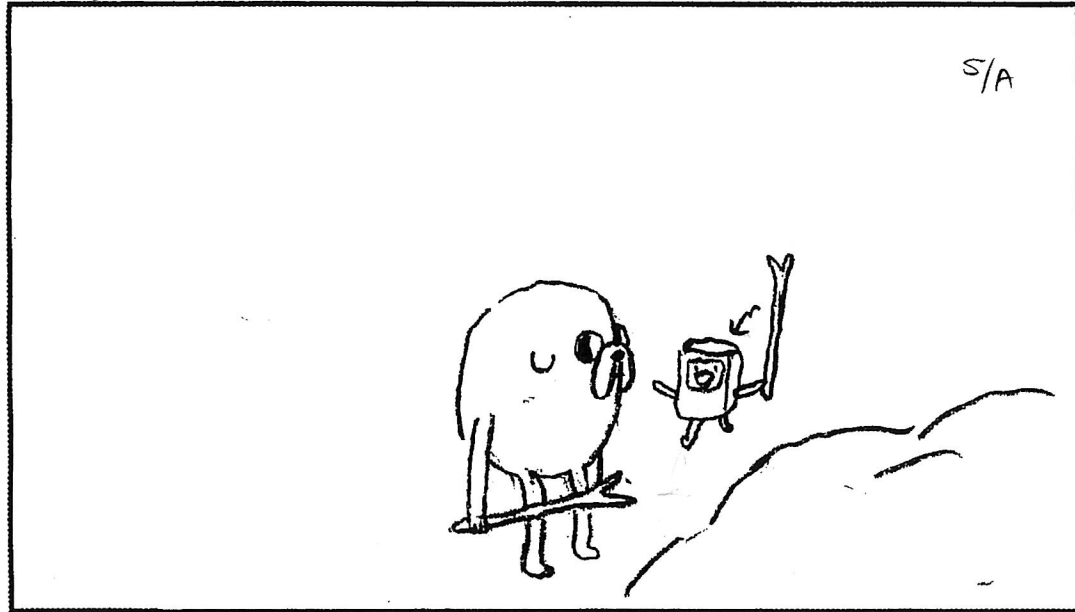
day night

Sc. **III**

Pnl. **A**

Bg.

day night



Dialog:

BMO: WHAT IS IT--

Action:

-BMO RUNS UP TO JAKE

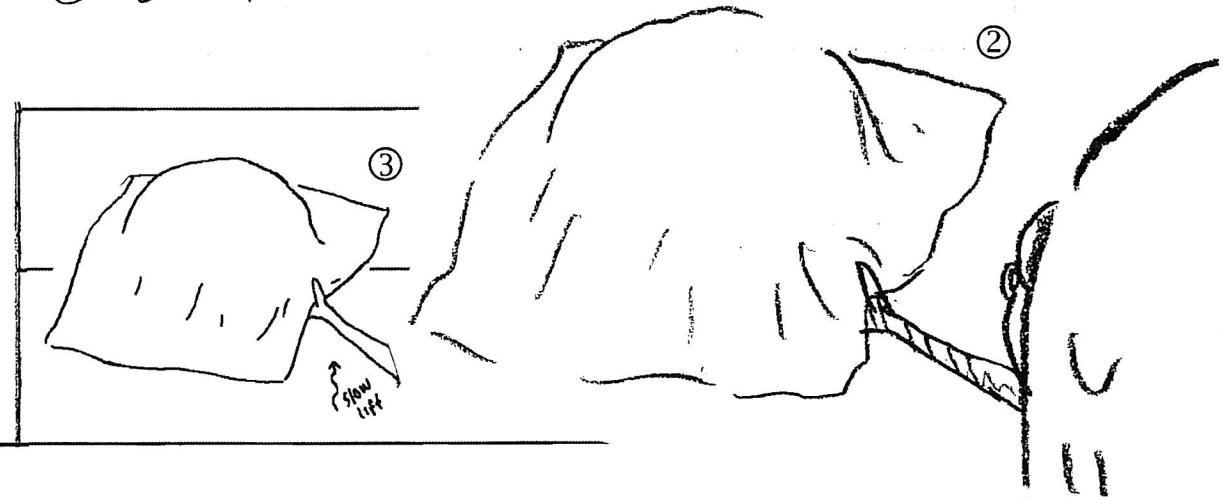
Timing:



BMO: (GASP)

J: BEACH BAA...

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ADVENTURE TIME



Sc. *111 cont* Pnl. *B*

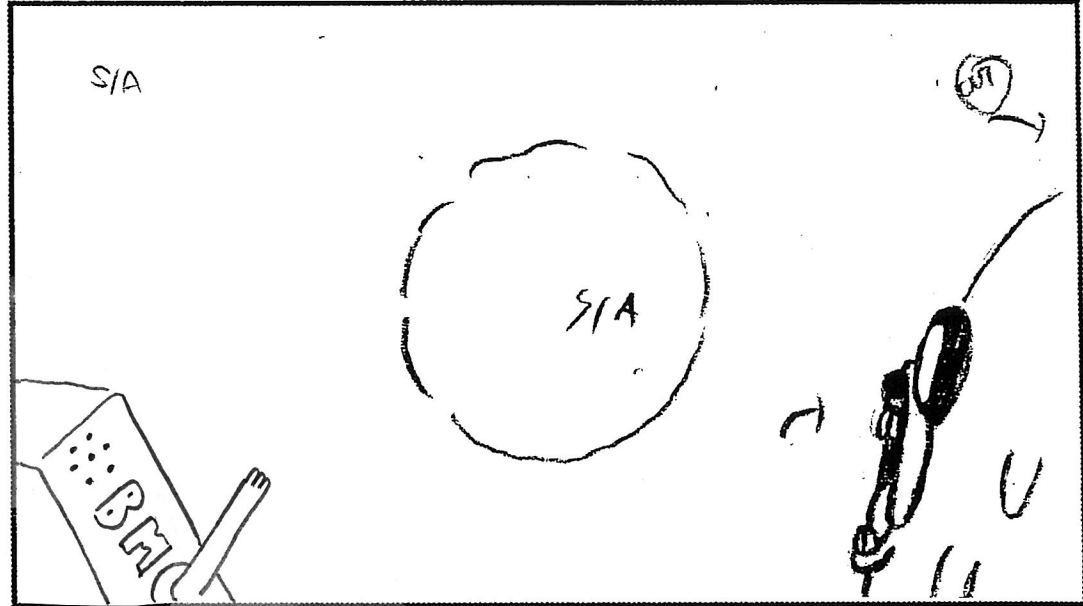
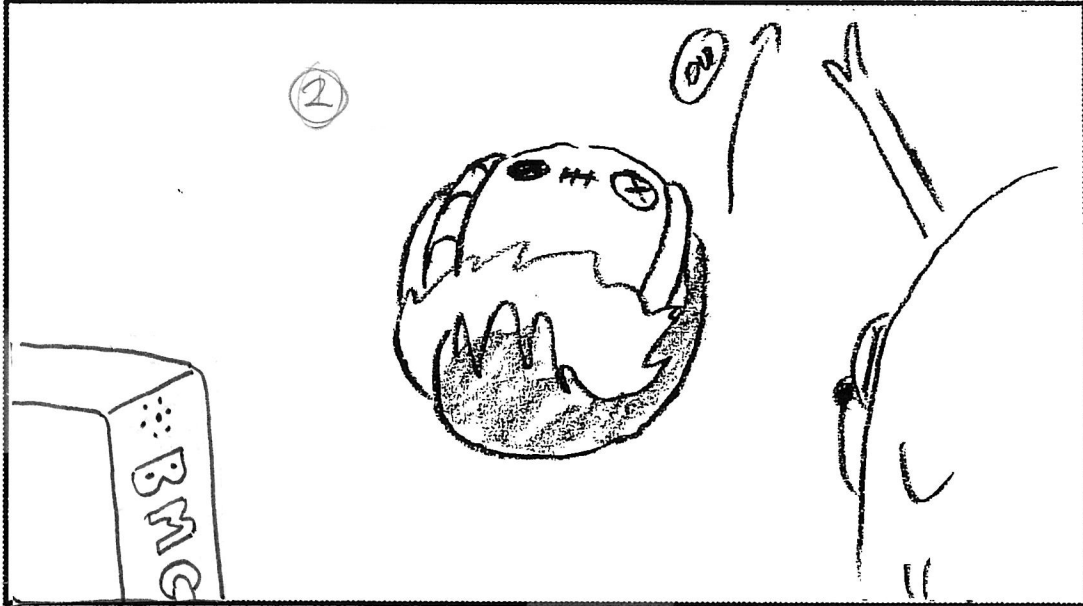
Bg.

day night

Sc. *111 cont* Pnl. *C*

Bg.

Page *181*
day night



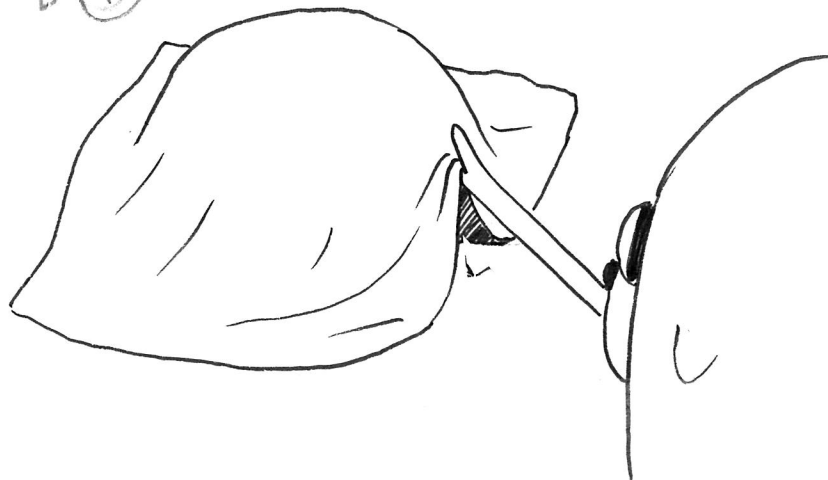
Dialog:

(J) ALL—

B (4)

Action: *J- throws back cloth to reveal balled-up raggedy princess*

Timing:



(BMO)/(J)
[SCREAM]

MAR 03 2016

EPISODE # 1042-247

1042 247

Production:

1042 247

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ADVENTURE TIME



Page 182

Sc. 111 cont Pnl. D

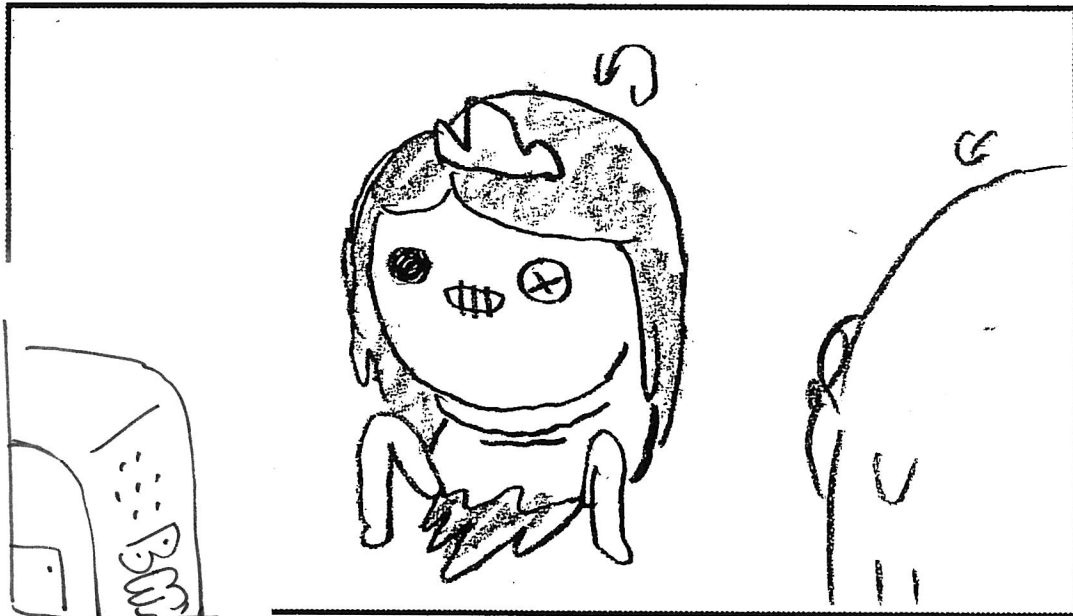
Bg.

day night

Sc. 111 cont Pnl. E

Bg.

day night



Dialog:

(RP) = OH hey you guys. How's
IT ... (TRAILS OFF)

(RP): I WAS JUST WORKIN
ON SOME NEW
POEMS ...

Action:

-RP UNFOLDS

MAR 03 2016

Timing:

EPISODE # 1042-247

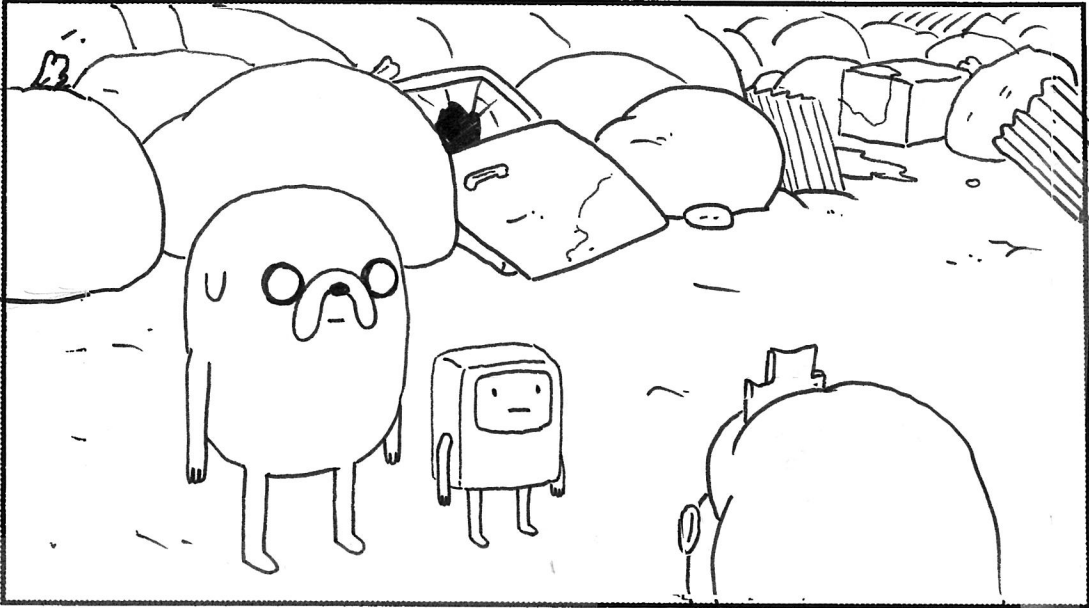
Production:

1042 247

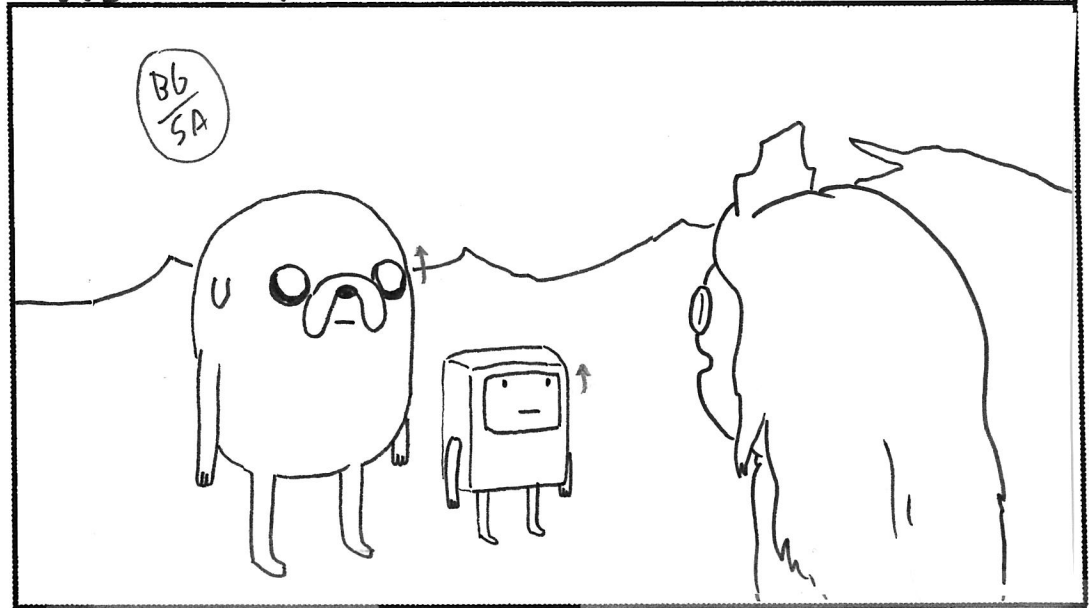
ADVENTURE TIME



Sc. 112 Pnl. A Bg. day night



Sc. 112 cont Pnl. B Bg. day night



Dialog:	(RP) THEY'RE A LITTLE ROUGH, BUT
Action:	(J) & (B) eyes track (RP) as she stands up MAR 03 2015
Timing:	

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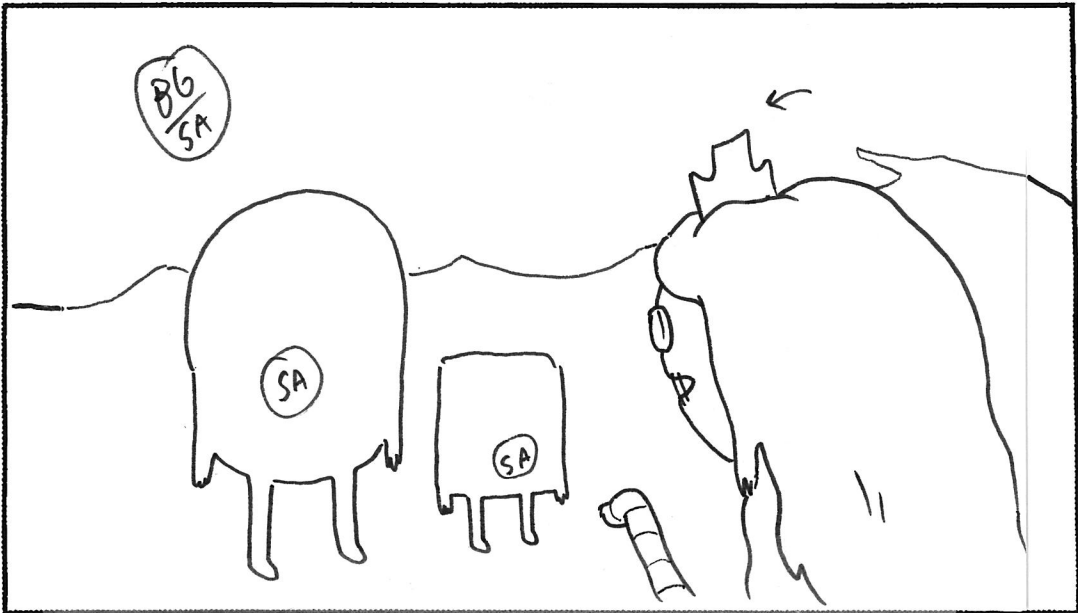


Page **184**

Sc. **112 CONT** Pnl. **C**

Bg.

day night



Sc. **113**

Pnl. **A**

Bg.

day night



Dialog:

(RP): AS LONG AS
YOU'RE HERE, JUST
POKIN' AROUND...

Action:

Timing:



(RP): [CLEAR THROAT]

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ADVENTURE TIME



Sc. 113 cont Pnl. B

Bg.

day night



Sc. 113 cont Pnl. C

Bg.

day night



Dialog: (RP): LIKE A MONARCH
WITH HER OPEN
WINGS

(RP): HELD IN PLACE
WITH TINY PINS

Action:

Timing:

AR 03 2016

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Production:

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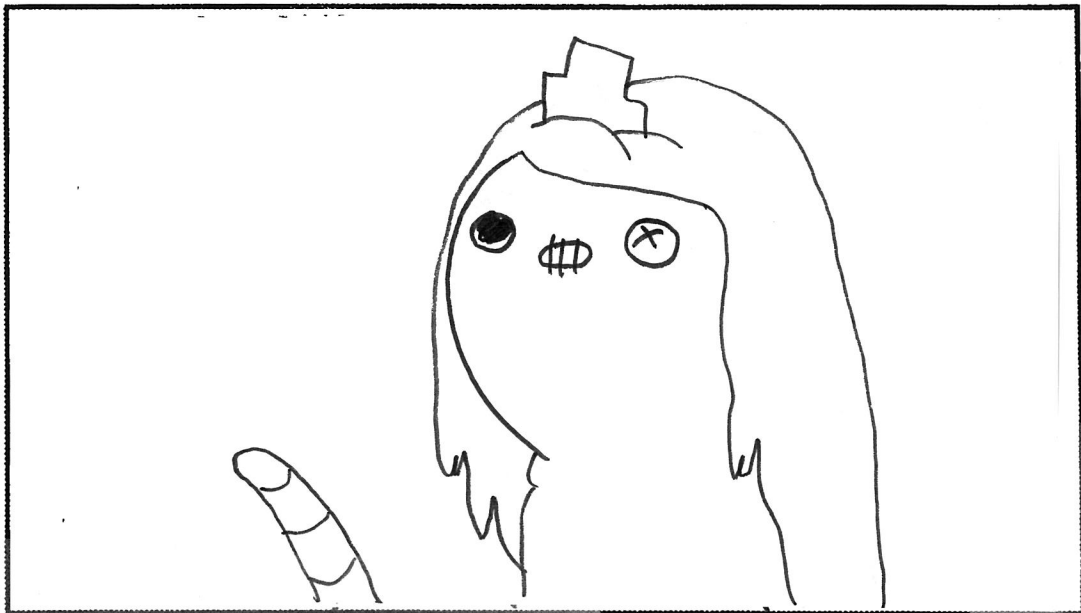
1042 247

ADVENTURE TIME

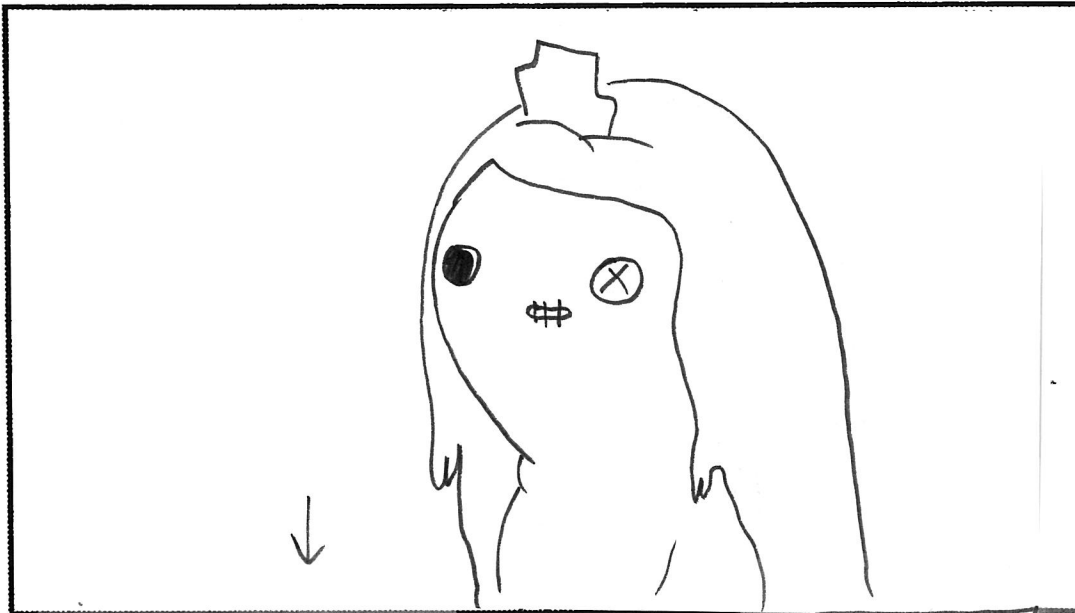


Page **186**

Sc. **113 cont** Pnl. **D** Bg. day night



Sc. **113 cont** Pnl. **E** Bg. day night



Dialog:

(RP) : HER LIFELESS-
(BMD) : (OFFIS)
[STARTS CRYING]

(RP) (STOPS RECITING) UH...

Action:

MAR 03 2016

Timing:

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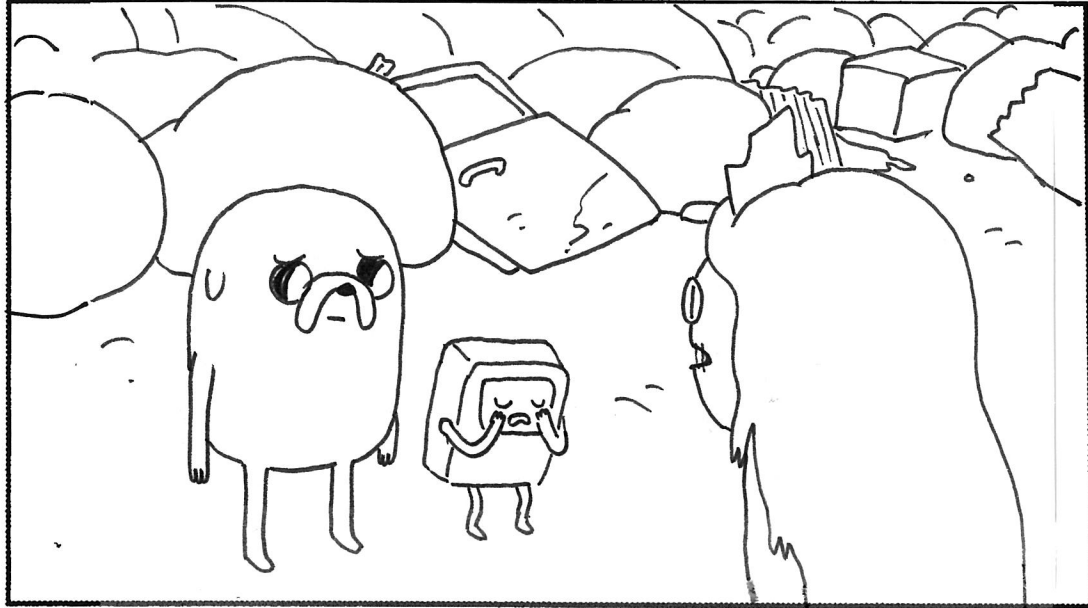
1042 247

ADVENTURE TIME

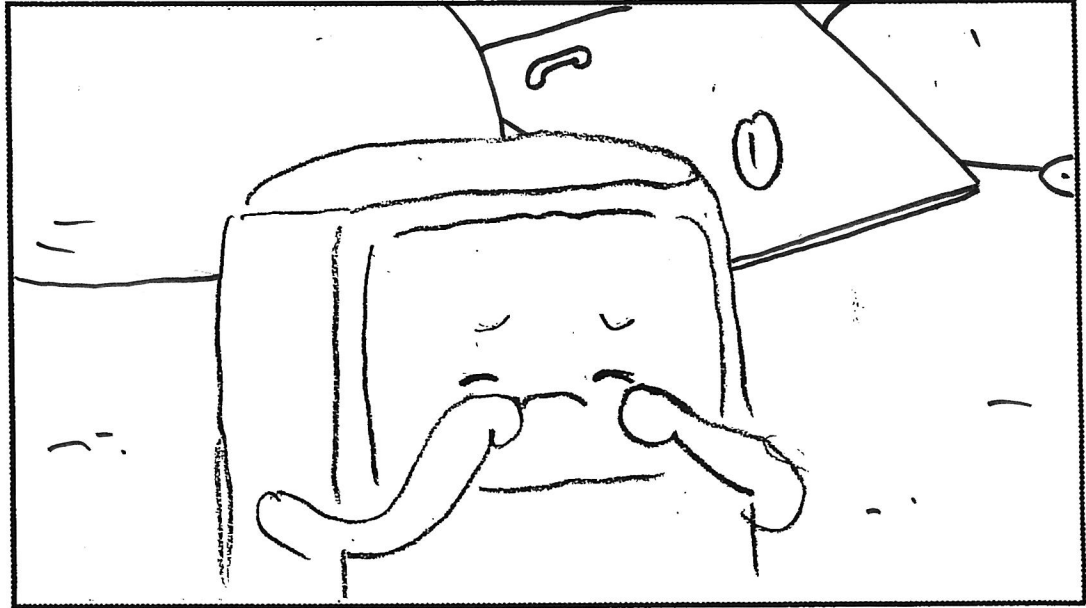


Page **187**

Sc. **114** Pnl. **A** Bg. day night



Sc. **115** Pnl. **A** Bg. day night



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Dialog:

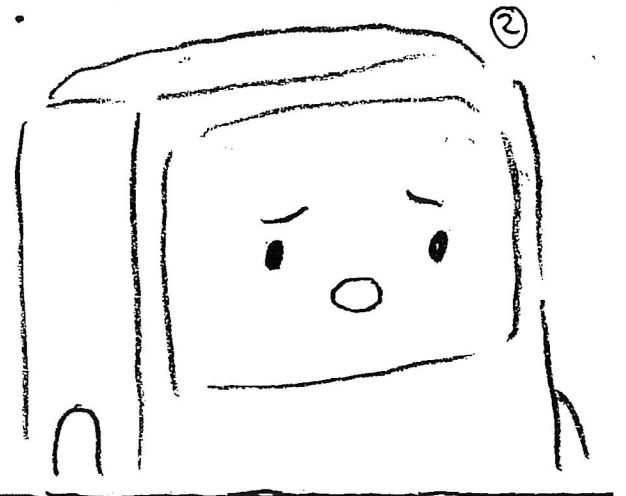
BMO: (CRYING)
RD: IS IT THAT BAD?

Action:

Timing:

BMO: NO, IT'S JUST...

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1042 247

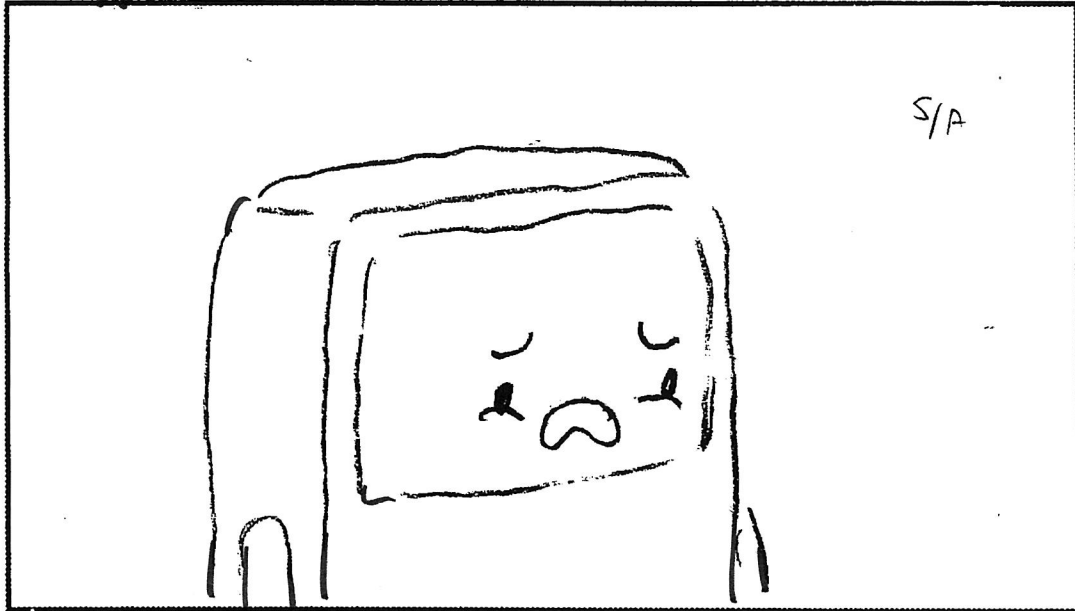
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ADVENTURE TIME

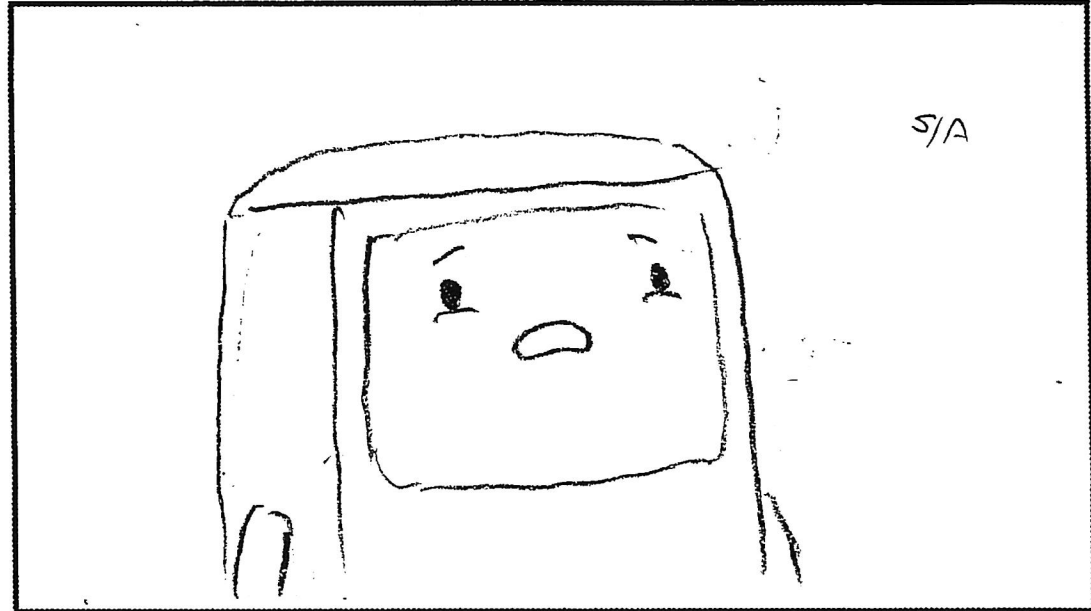


Page 188

Sc. 115 cont Pnl. B Bg. day night



Sc. 115 cont Pnl. C Bg. day night



Dialog:

(BMO): REALLY SAD!

(BMO): YOU REMIND
ME OF JAMES
BAXTER... BECAUSE
YOU ARE LIKE HIS
OPPOSITE.

Action:

MAR 03 2016

Timing:

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ADVENTURE TIME



Page **189**

Sc. **115 CONT** Pnl. **D**

Bg.

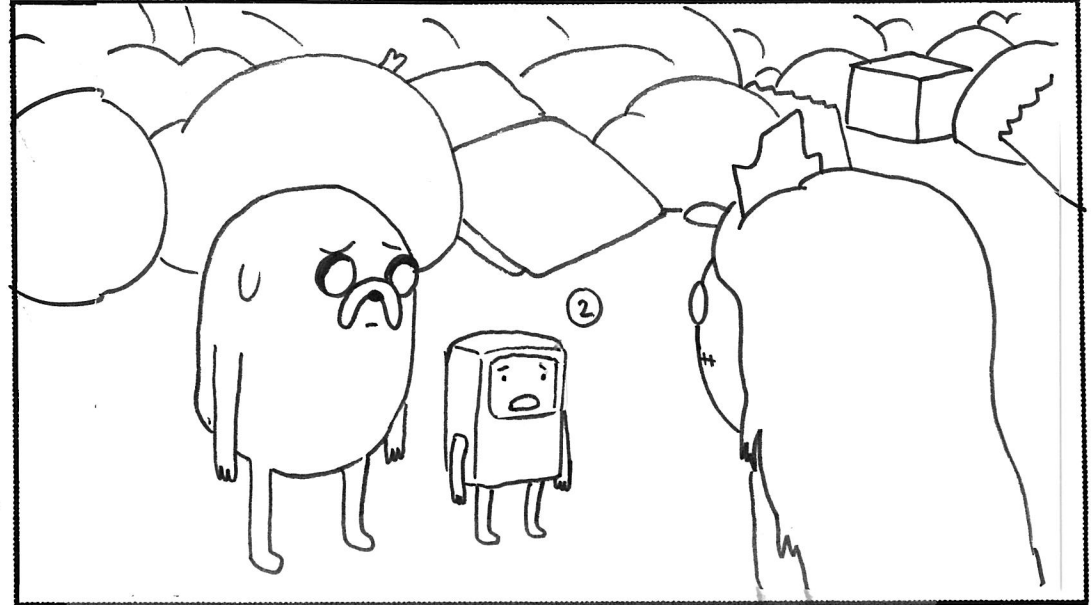
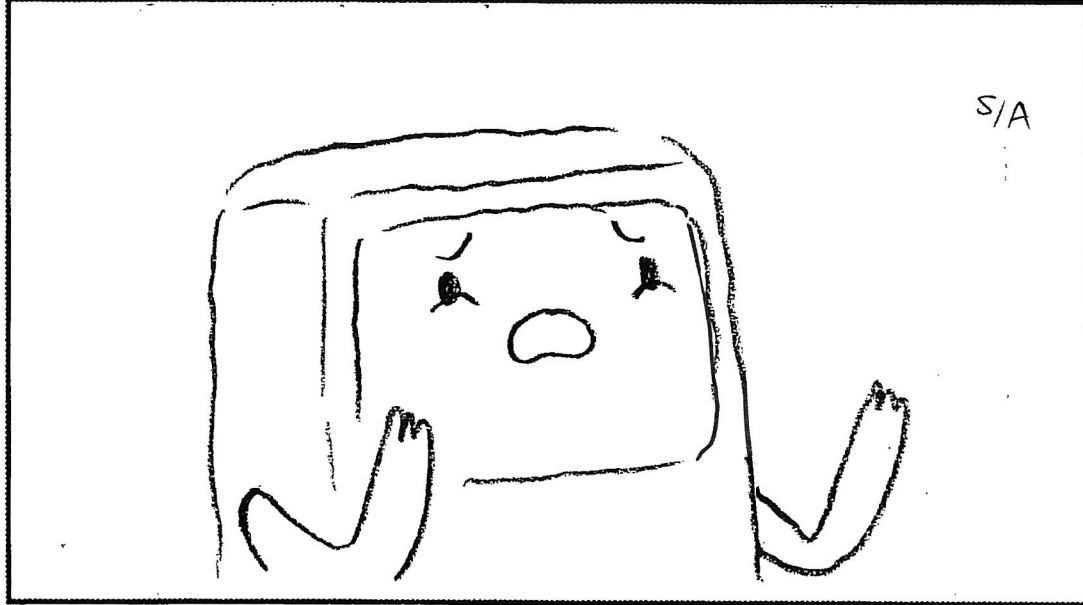
day night

Sc. **116**

Pnl. **A**

Bg.

day night



Dialog:

(BMO): YOU ARE THE ANTI-JAMES BAXTER!

Action:

(BMO): AND SINCE HE LOST HIS ARTIST'S TOOL, HE CANNOT WORK!



Timing:

APR 23 2016

Production:

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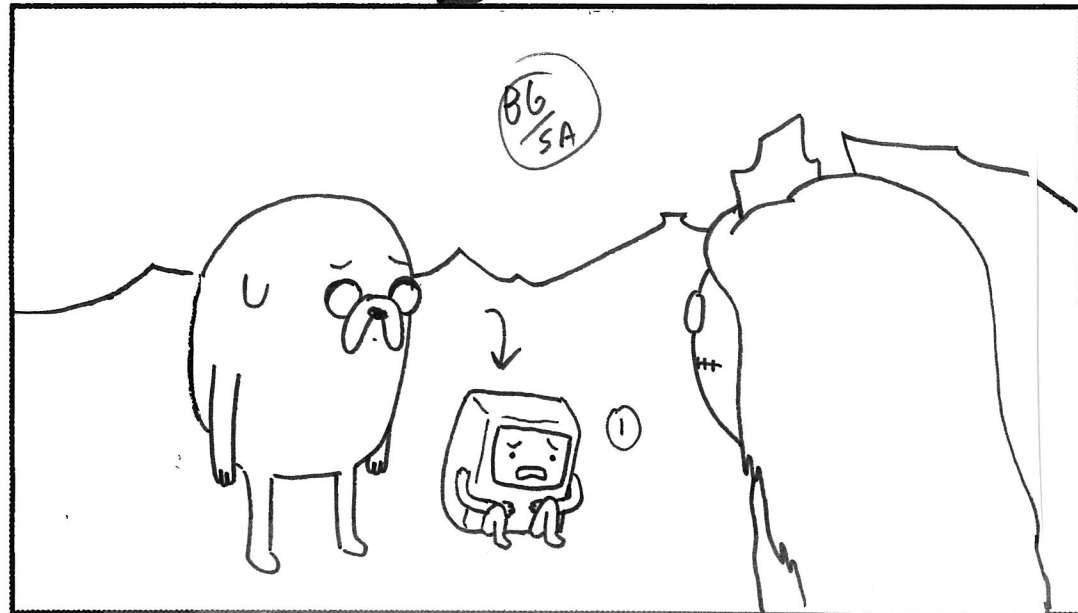


Page **190**

Sc. **116** *cont* Pnl. **B**

Bg.

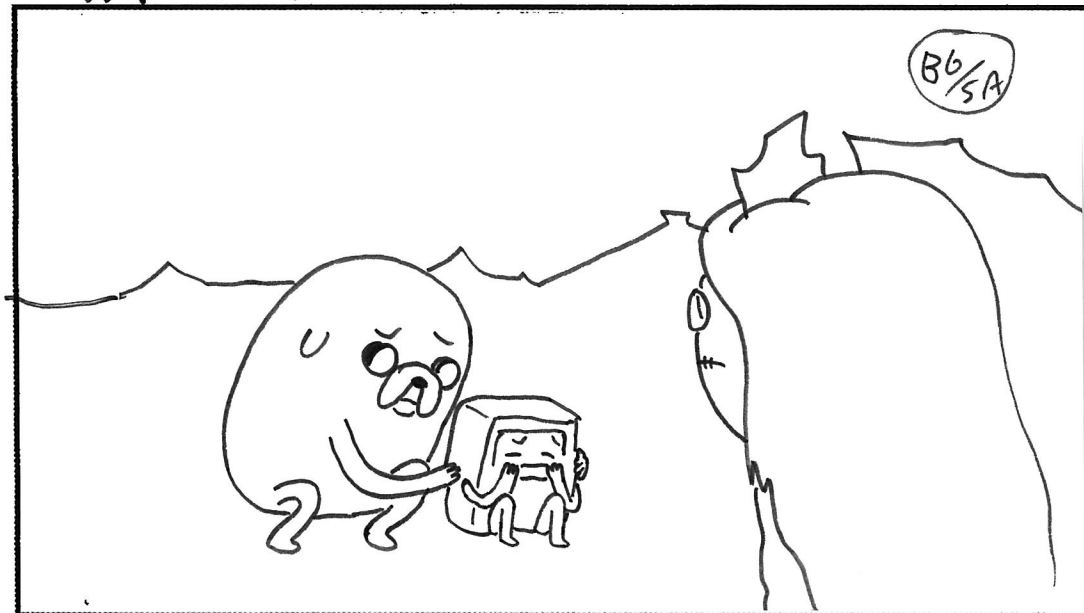
day night



Sc. **116** *cont* Pnl. **C**

Bg.

day night



Dialog:

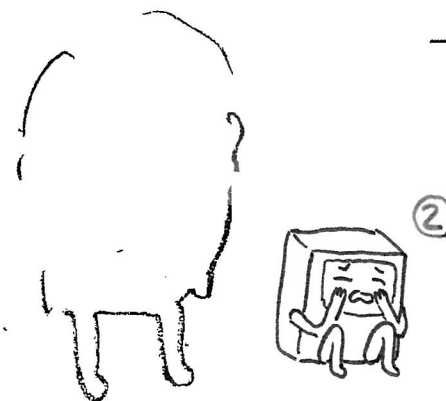
BMO: AND HE WILL
NEVER MAKE
ANYONE HAPPY
AGAIN...
(START CRYING) **2**

Action:

Timing:

J: THERE, THERE,
BMO.

MAR 03 2016



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ADVENTURE TIME



Sc. **117**

Pnl. **A**

Bg.

day night

Sc.

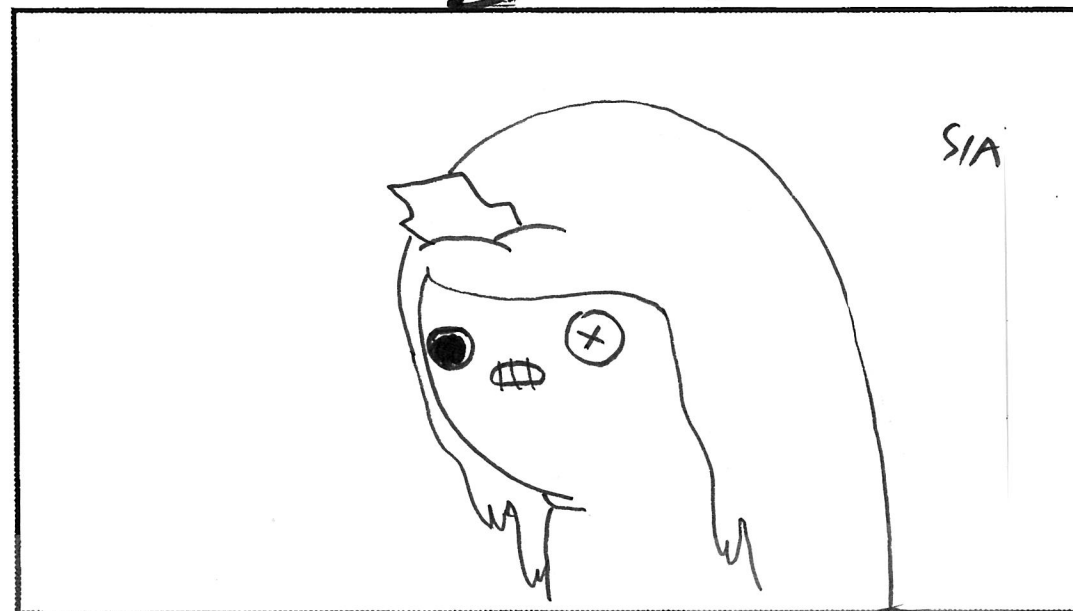
117 cont Pnl. **B**

Bg.

Page

191

day night



Dialog:

(RP)

A FELLOW
ARTIST - IN CRISIS?

(RP)

I'VE BEEN A CREATIVE
BLOCK-HEAD.

(BI)

Action:

Timing:

MAR 03 2016



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ADVENTURE TIME



Sc. 118

Pnl. A

Bg.

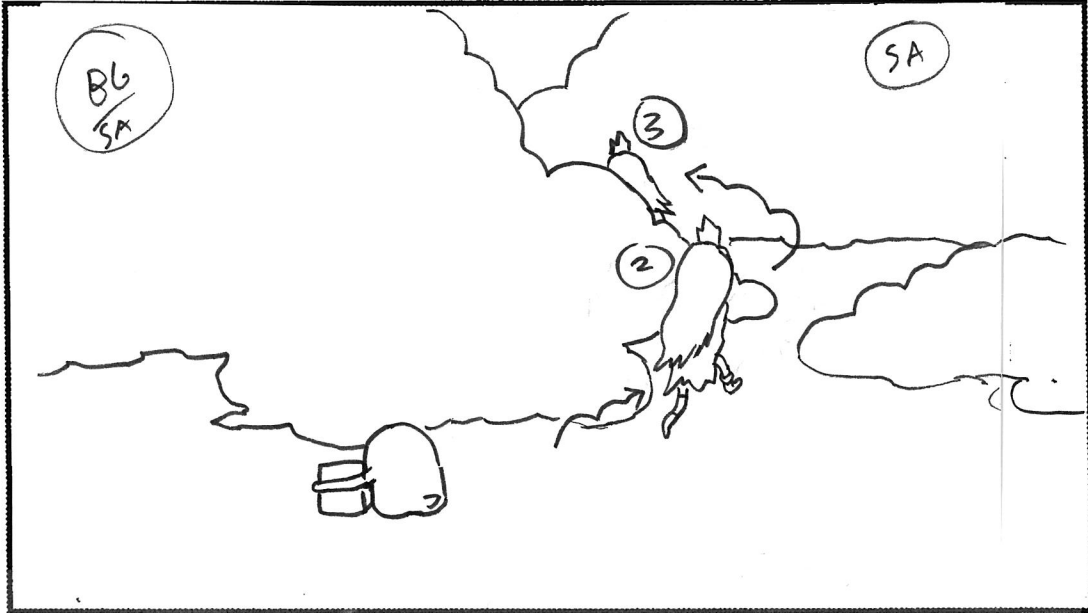
day night



Sc. 118 cont Pnl. B

Bg.

Page 192
NO PG 193
day night



Dialog:

Action:

Timing:



- RP RUNS AROUND CORNER AND OFF/S.

MAR 03 2016

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Production:

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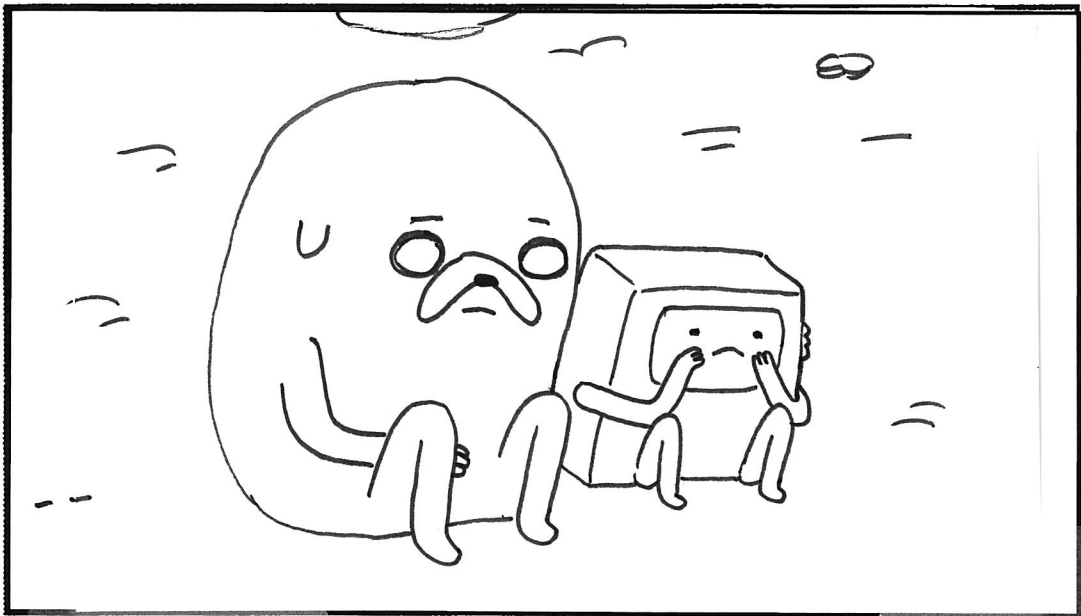
1042 247

ADVENTURE TIME

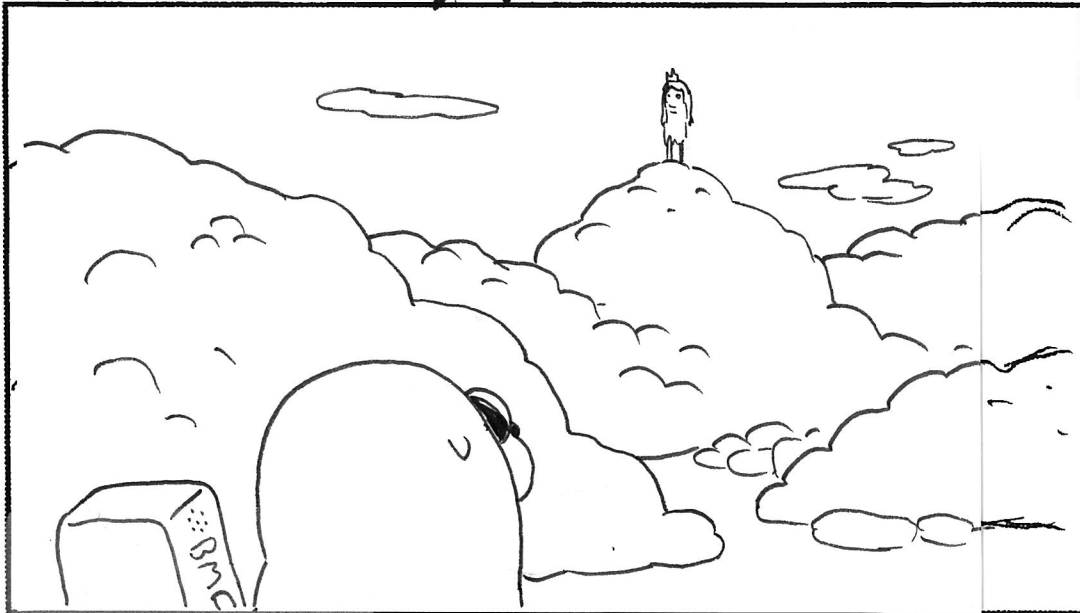


Page **194**

Sc. **119** Pnl. **A** Bg. day night



Sc. **120** Pnl. **A** Bg. day night



Dialog: **(RP): JAKE! BMO!**
(0/5)

Action:
- J, BMO Look UP.

Timing:



RP: BALLS!

- RP IS STANDING ATOP A TRASH PILE.

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ADVENTURE TIME



Page **195**

Sc. **121** Pnl. **A** Bg. day night



Sc. **121 cont** Pnl. **B** Bg. day night



Dialog:

Action:

Timing:

(RP): BAAAALLS!



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Production:

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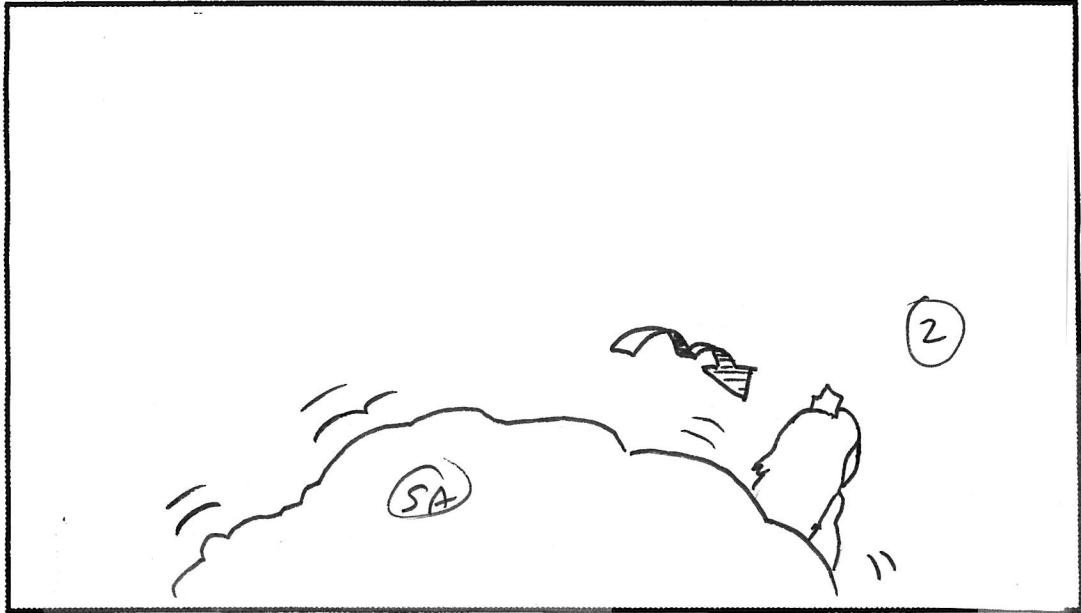
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ADVENTURE TIME



Sc. 121 *cont* Pnl. *C* Bg. day night



Sc. 122 Pnl. *A* Bg. day night



Dialog:	SFX: * RUMBLING * _____
Action:	①, ② RP RUNS down the back of garbage heap OS. garbage heap shaking
Timing:	MAR 03 2016



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ADVENTURE TIME



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Sc. **122 cont** Pnl. **B**

Bg.

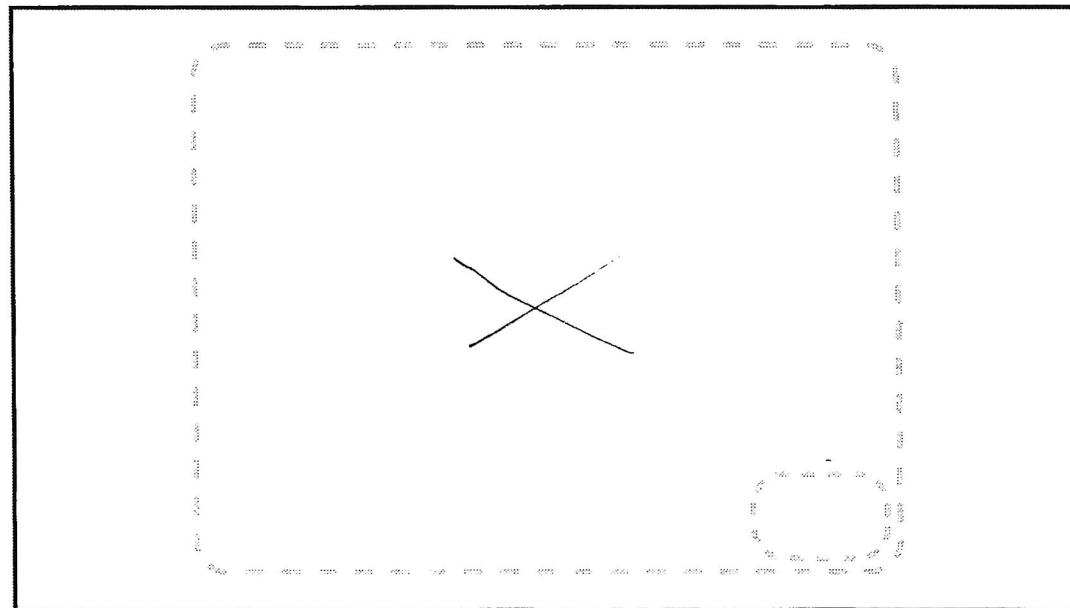
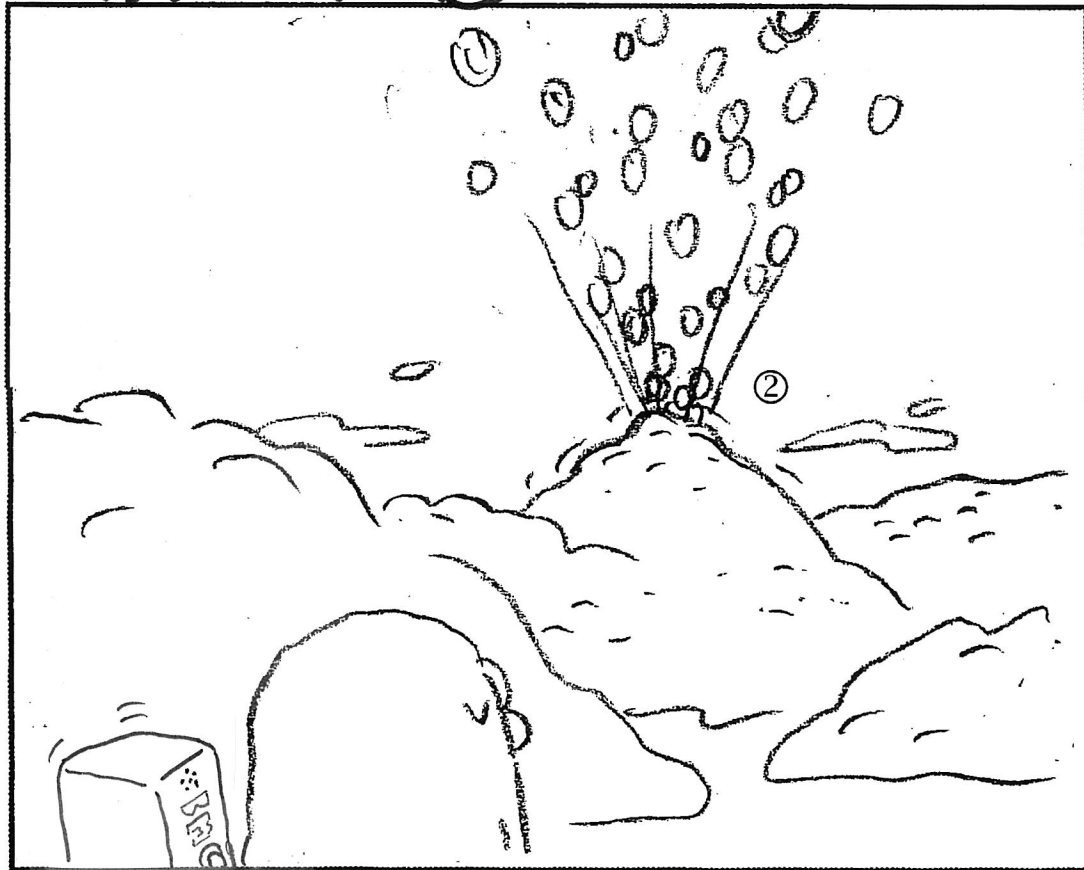
day night

Sc.

Pnl.

Bg.

day night



SFX: *POOM! *

- BEACHBALLS ERUPT OUT OF TRASH MOUNTAIN.

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Timing:



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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 123 Pnl. A Bg. day night

Dialog:	① J/BMO: HURRAYYY
Action:	- BMO, JAKE LEAP TO THEIR FEET.
Timing:	MAR 03 2016

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Production:

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ADVENTURE TIME



NO SC 124

Page 199A
200 NEXT

Sc. **123 cont** Pnl. D Bg. day night

Sc. **123 cont** Pnl. E Bg. day night

Dialog	Action	Timin

(BMD) Oof!

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Production:

1042 247

1042 247

1042 247

ADVENTURE TIME



Page **200**

Sc. **125**

Pnl. **A**

Bg.

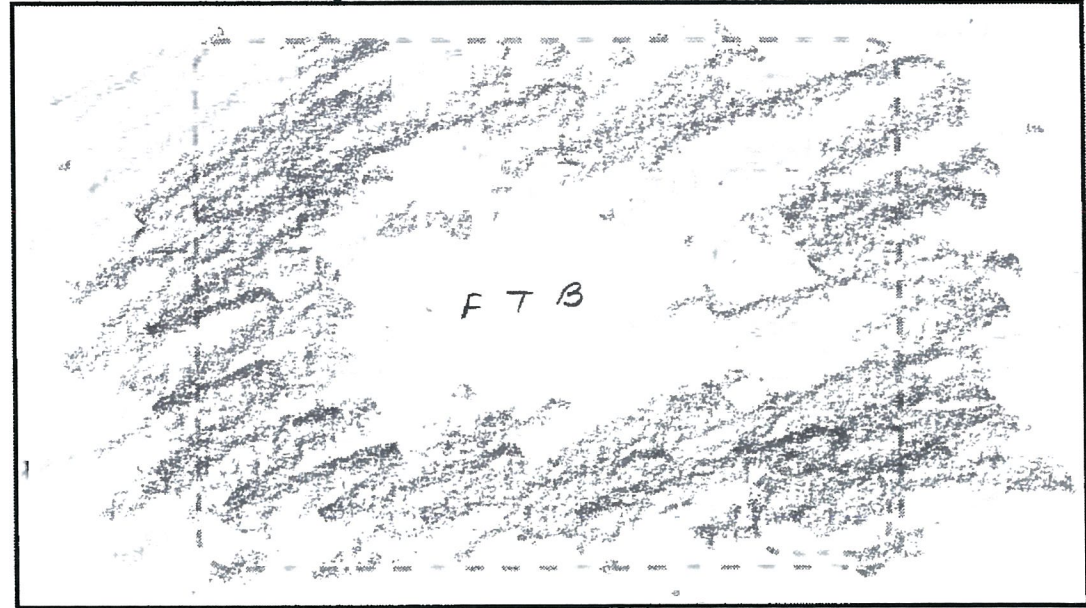
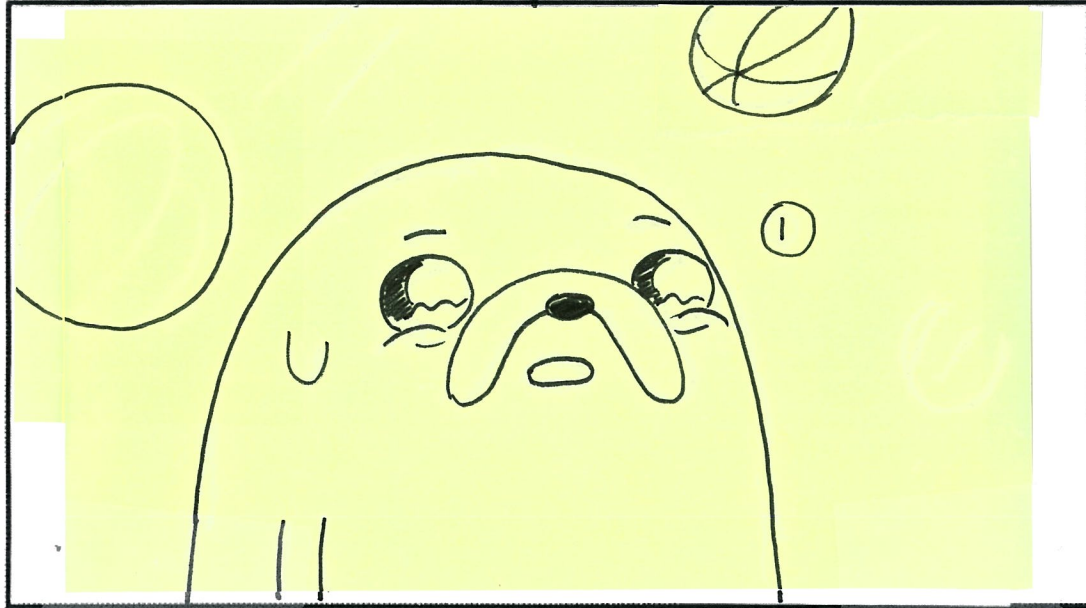
day night

Sc. **125 CONT**

Pnl.

Bg.

day night



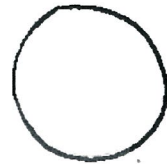
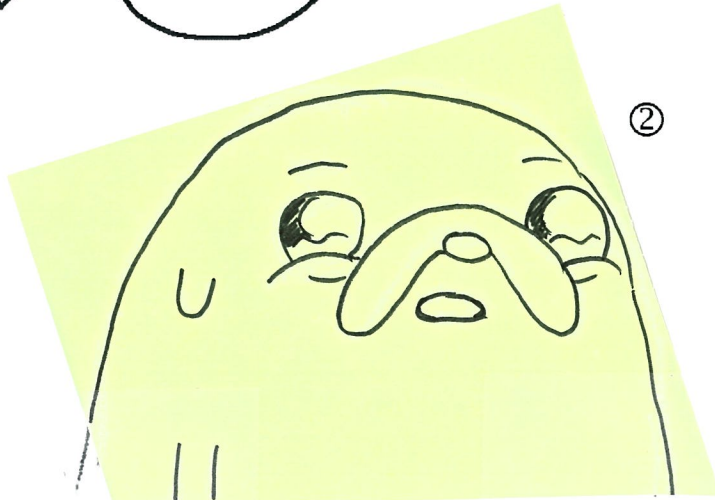
Dialog:

①: TRULY, THIS IS A FINE KINGDOM.



Action

Timing



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ADVENTURE TIME

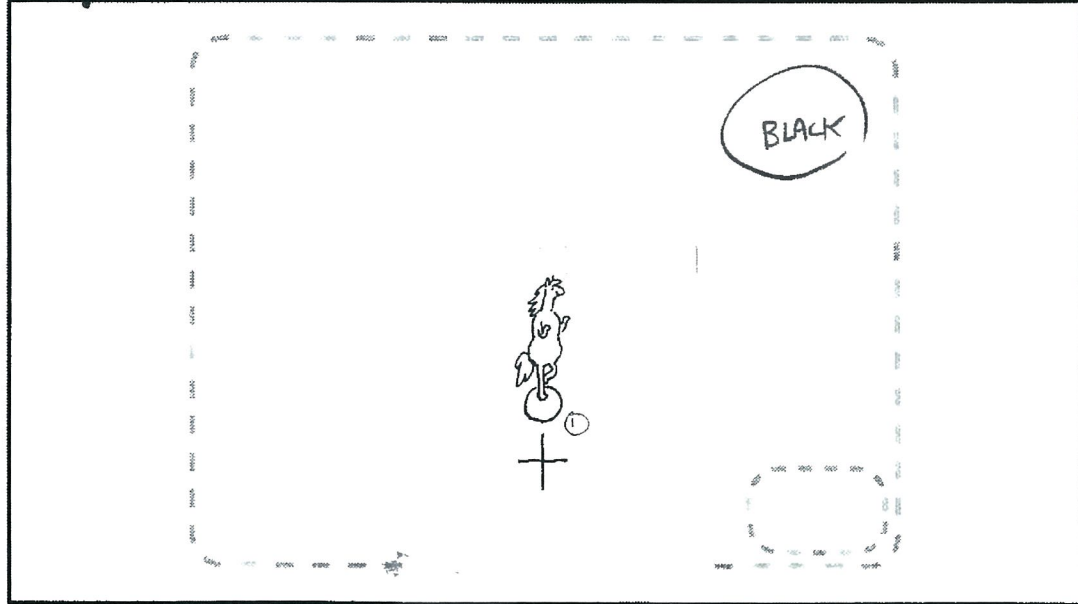


Sc. **126**

Pnl. **A**

Bg.

day night

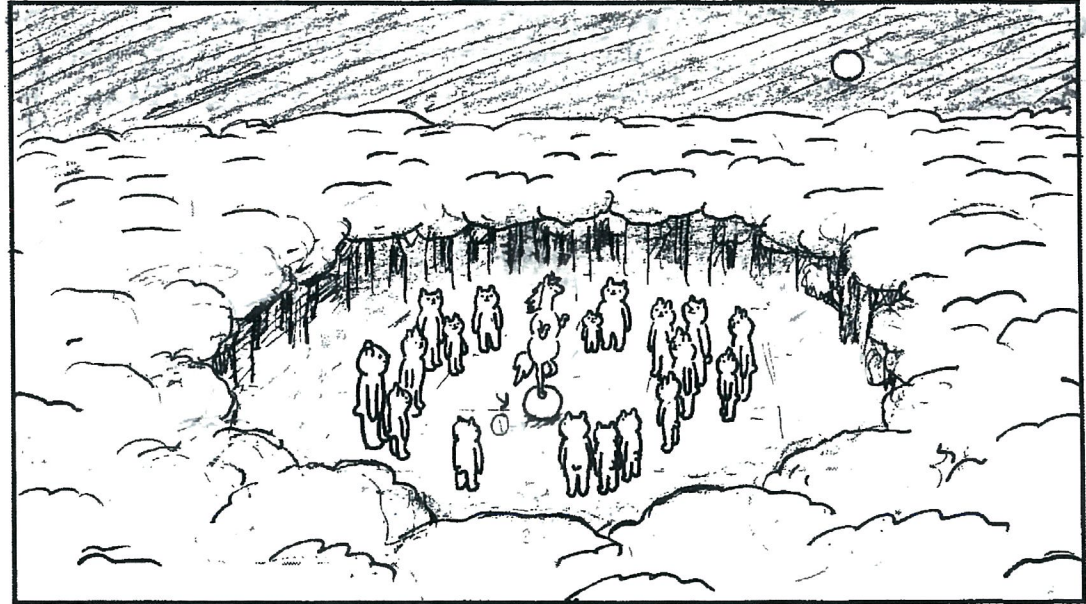


Sc. **126 cont**

Pnl. **B**

Bg.

day night



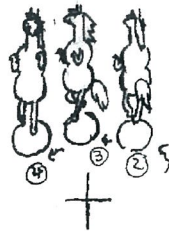
Page **201**

Dialog:

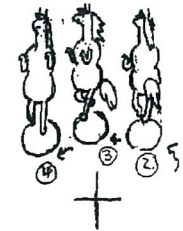
James: James Baxter!

Action:

- FADE IN
- JAMES RIDING BALL



- BG / CROWD FADES IN



Timing:

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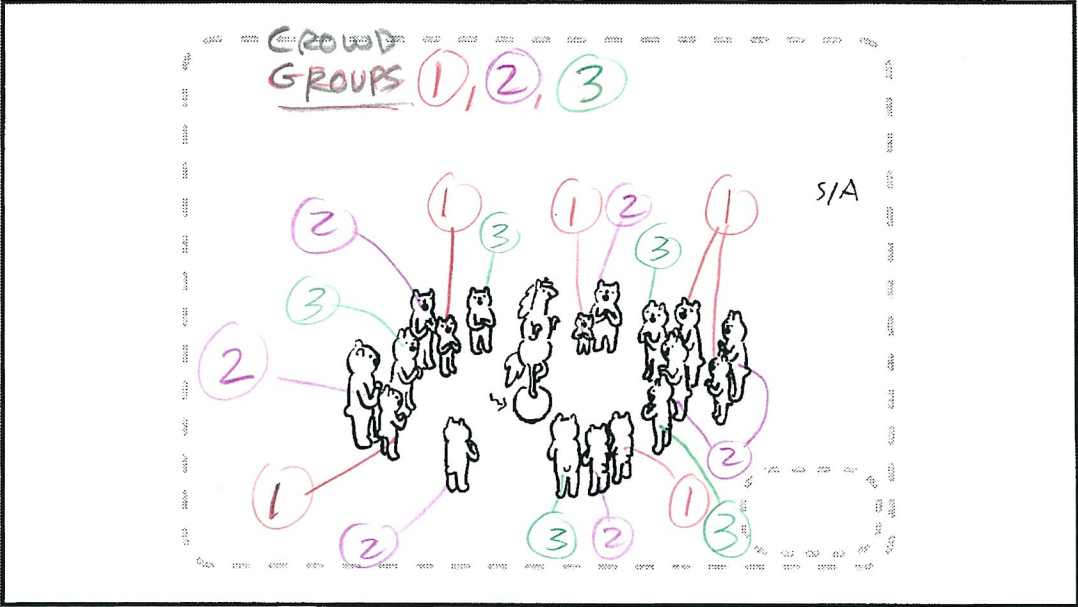
ADVENTURE TIME



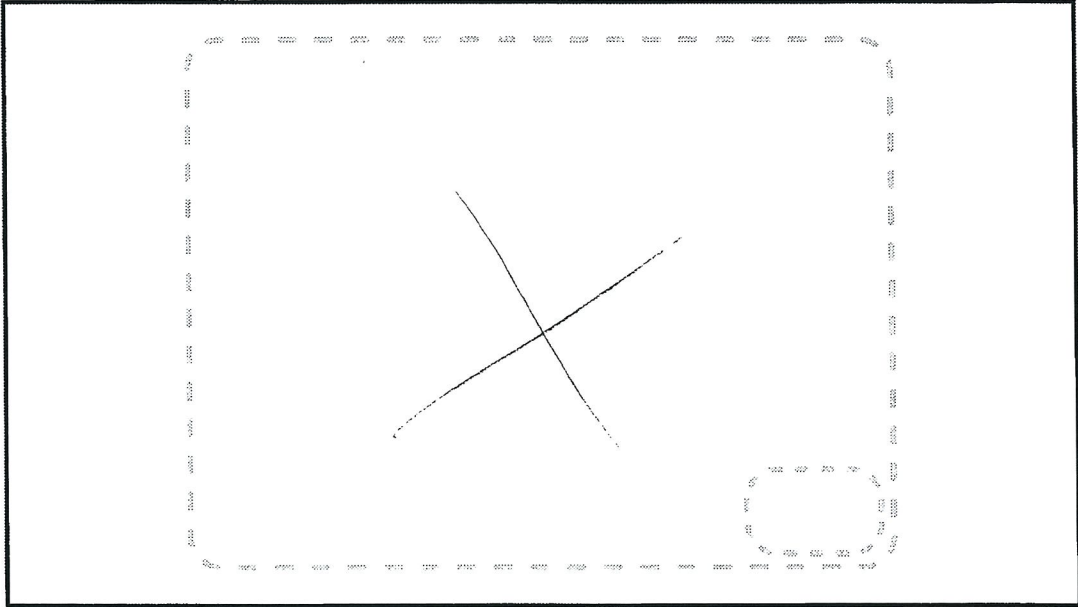
Page 202

Sc. 186 cont Pnl. C

Bg. day night



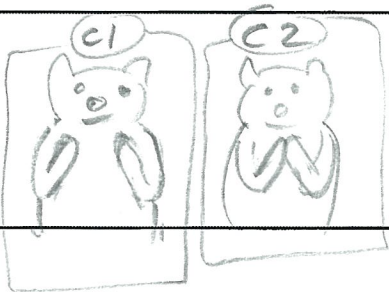
Sc. Pnl. Bg. day night



Dialog:

BEARS: WOOO!

SFX: [APPLAUSE]



Action:

Timing:

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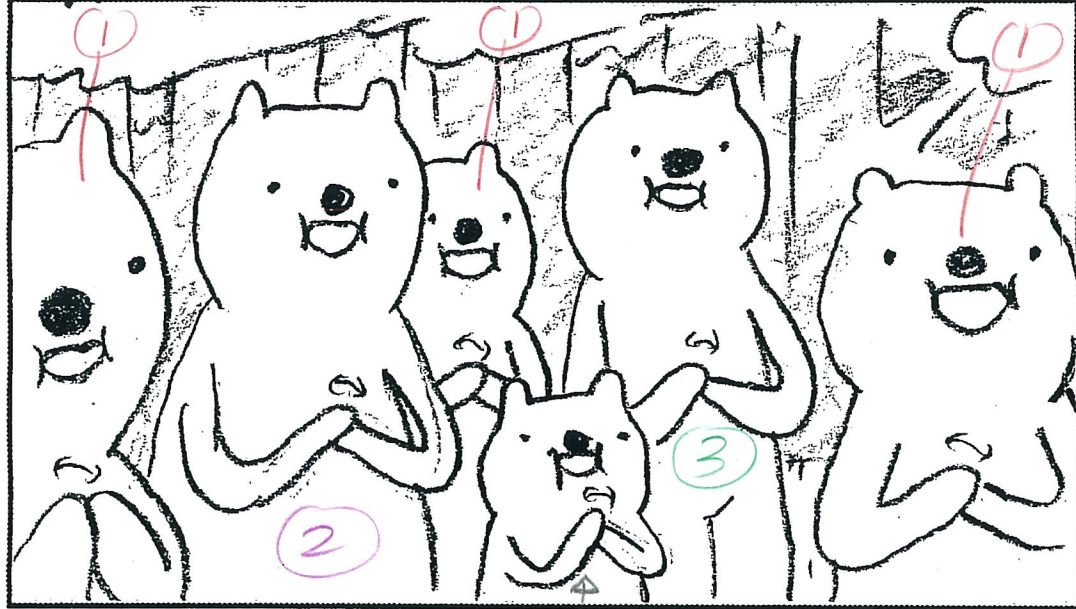


Sc. 127

Pnl. A

Bg.

day night

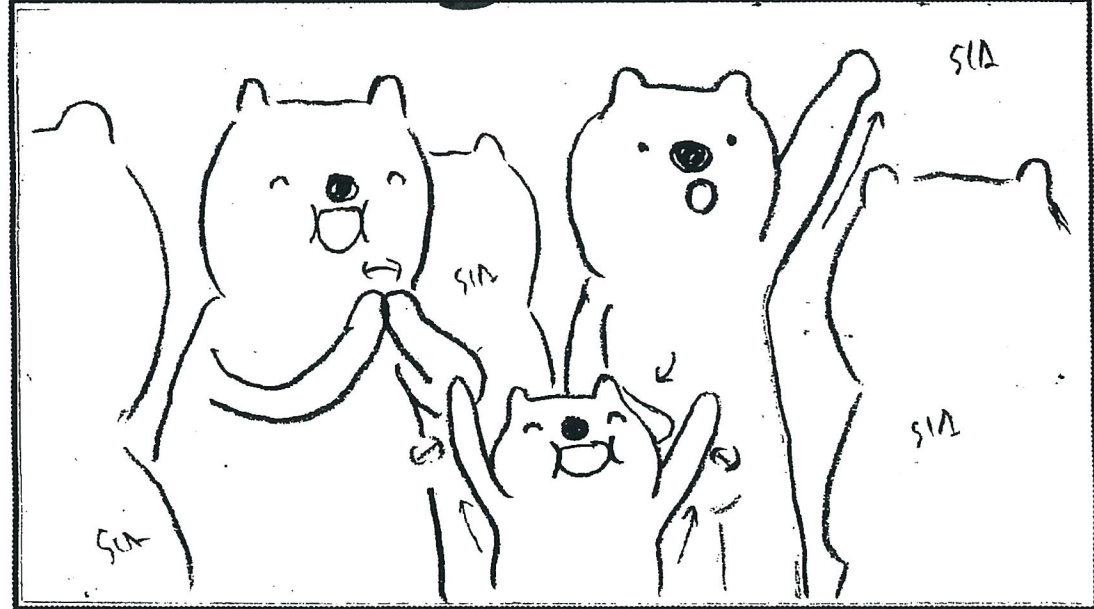


Sc. 127 cont

Pnl. B

Bg.

day night



Page 203

Dialog:

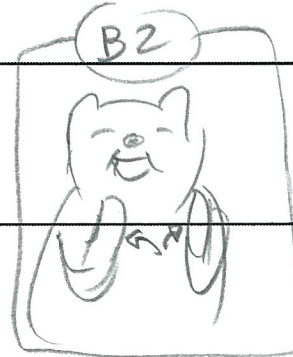
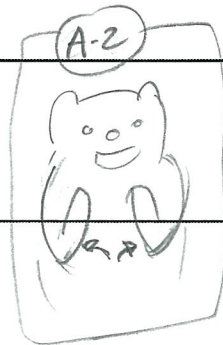
CROWD GROUP ①

KID

SFX: * APPLAUSE CONTINUES *

Action:

Timing:



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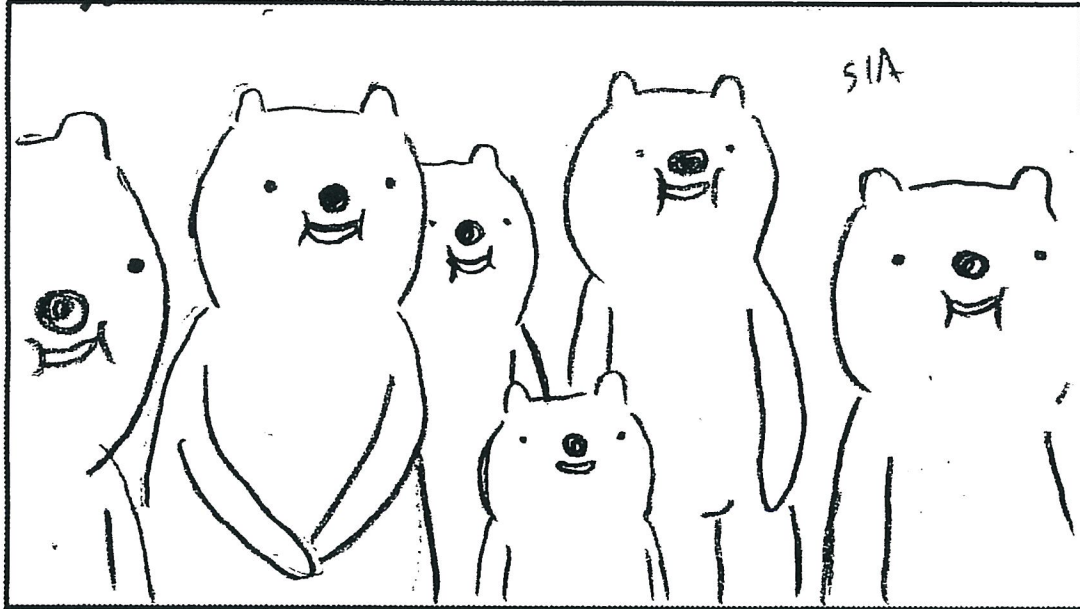
ADVENTURE TIME



Sc. *127 cont* Pnl. *C*

Bg.

day night

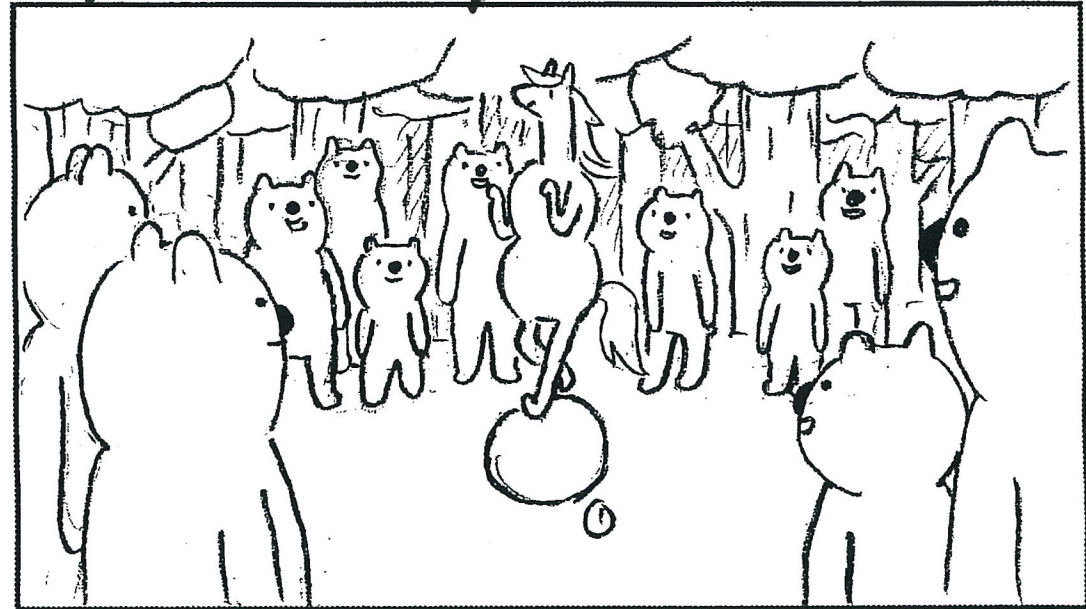


Sc. *128*

Pnl. *A*

Bg.

Page *204*
day night



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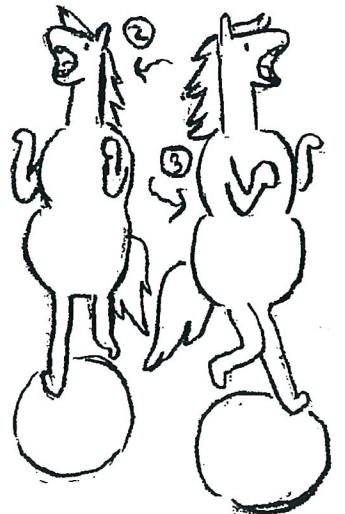
Dialog:

(JB) JA-A-A-MES -

Action:

Timing:

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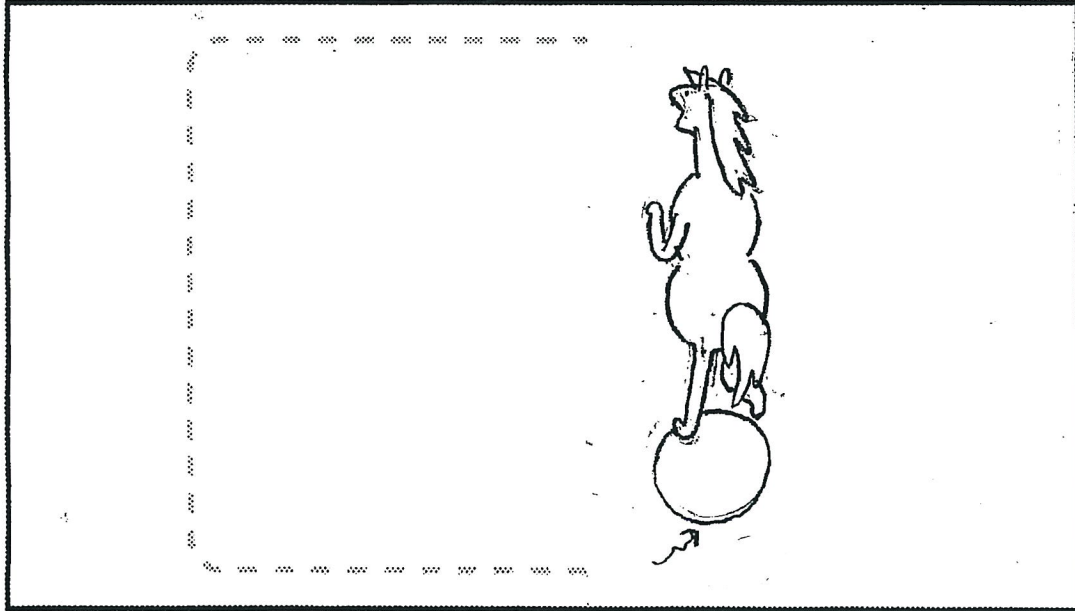
ADVENTURE TIME



Sc. 128 *cont* Pnl. B

Bg.

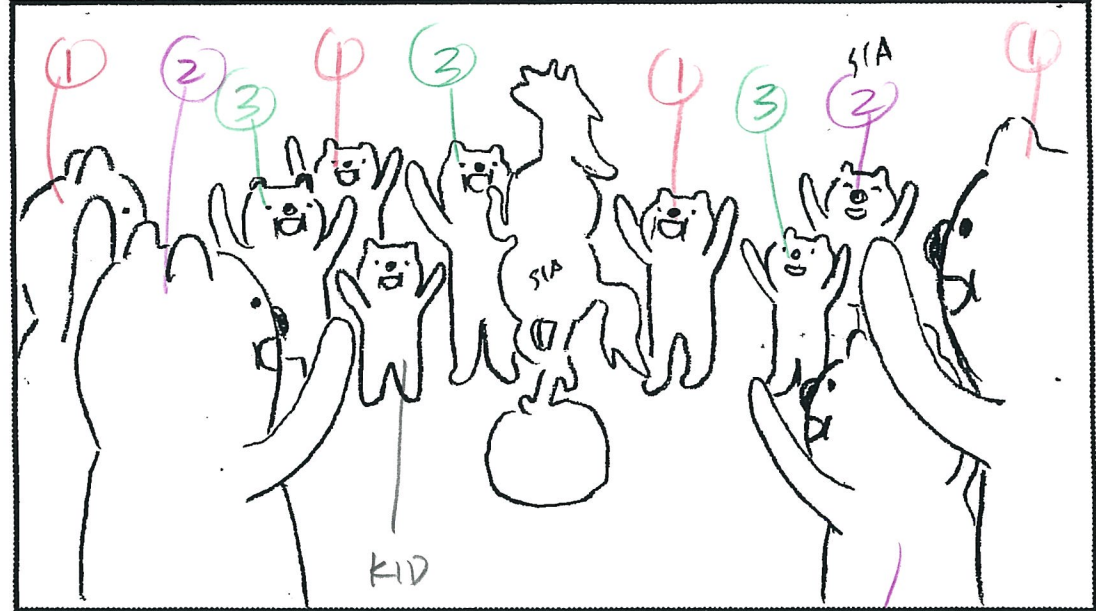
day night



Sc. 128 *cont* Pnl. C

Bg.

Page 205
day night



Dialog:

(JB) BAXT-E-E-E R!

Action:

Timing:

CROWD
GROUPS
1 2 3

BEAR
CROWD: CHEER

- JB BALANCING
ON THE SPOT

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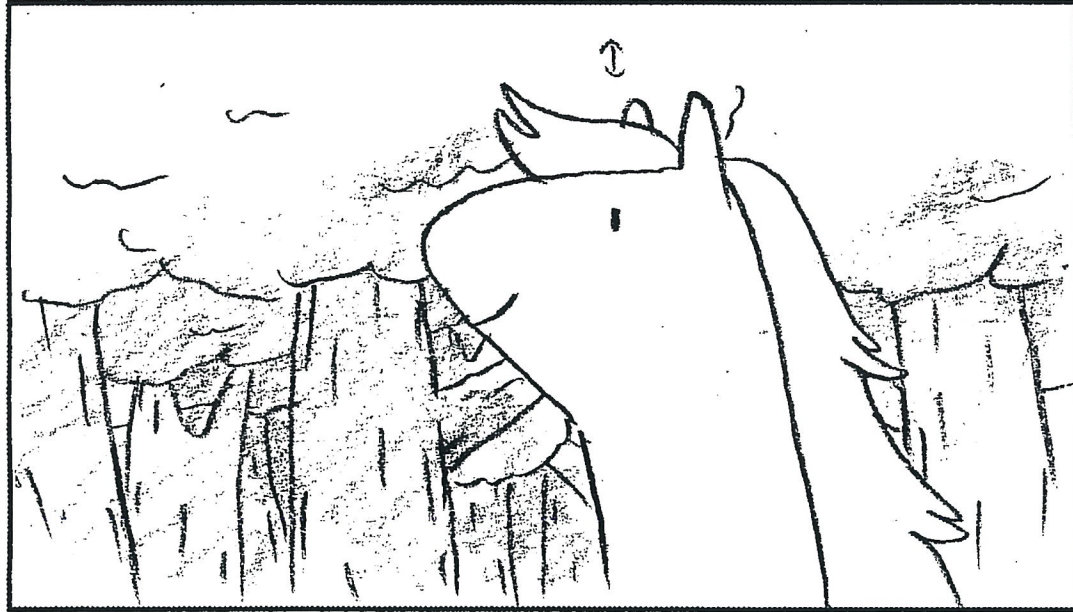


Sc. **129**

Pnl. **A**

Bg.

day night

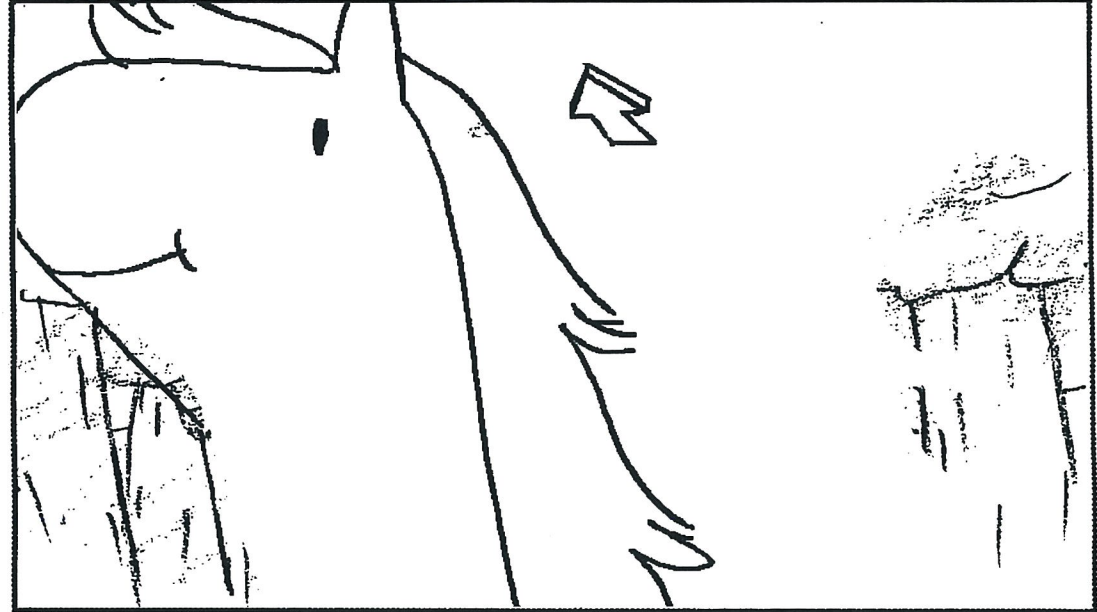


Sc. **129 CONT**

Pnl. **B**

Bg.

day night



Page **206**

Dialog:

(JB) (quick)
JAMES BAXTER

Action:

Timing:



(AI)

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ADVENTURE TIME



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day night

Sc. 129 cont Pnl. C Bg.

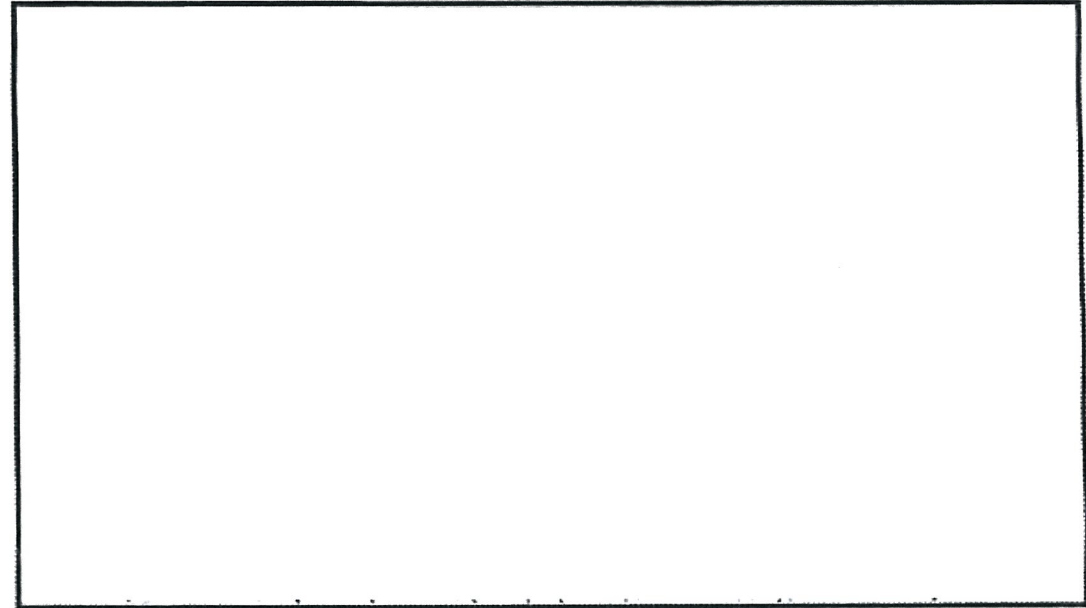
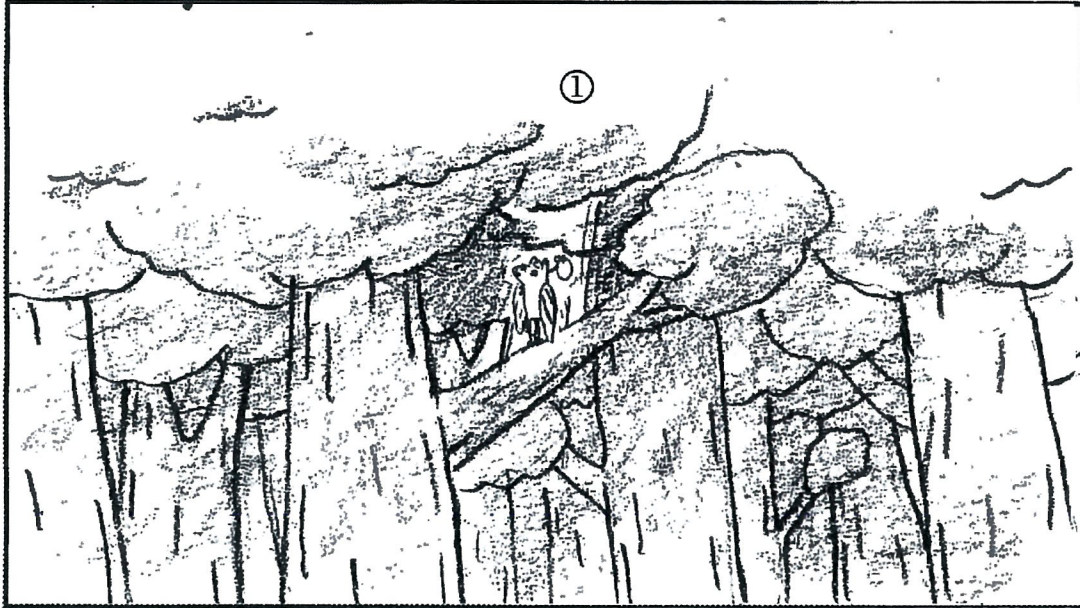
day night

Sc.

Pnl.

Bg.

day night



Dialog:

BAT : SQUEAKING FAINTLY

Action:

1, 2, 1 - BAT squeaks

- BAT REVEALS

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Timing:



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ADVENTURE TIME



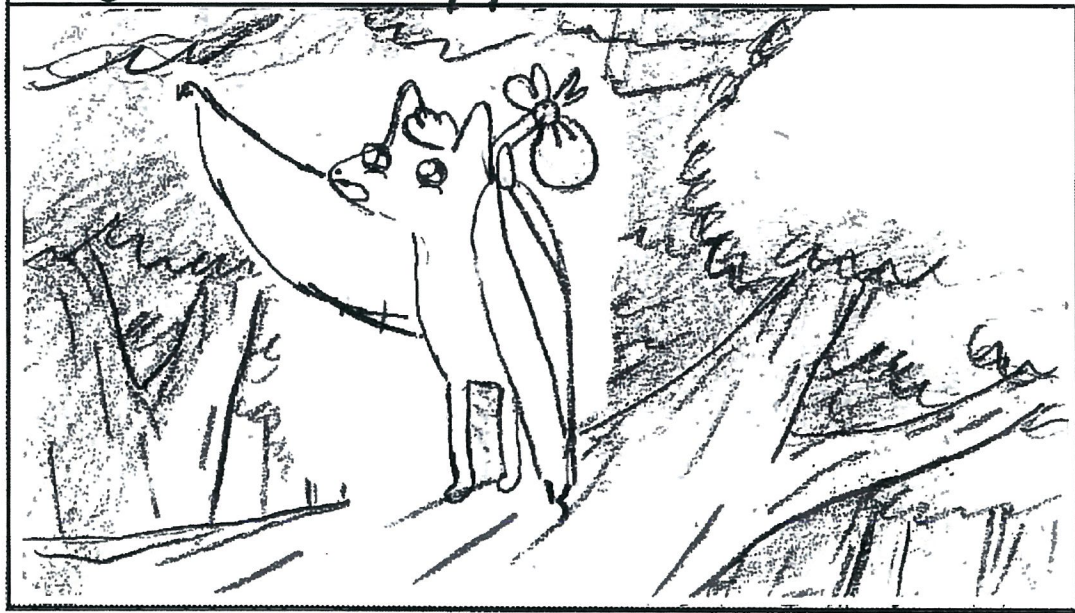
Page **208**
day night

Sc. **130**

Pnl. **A**

Bg.

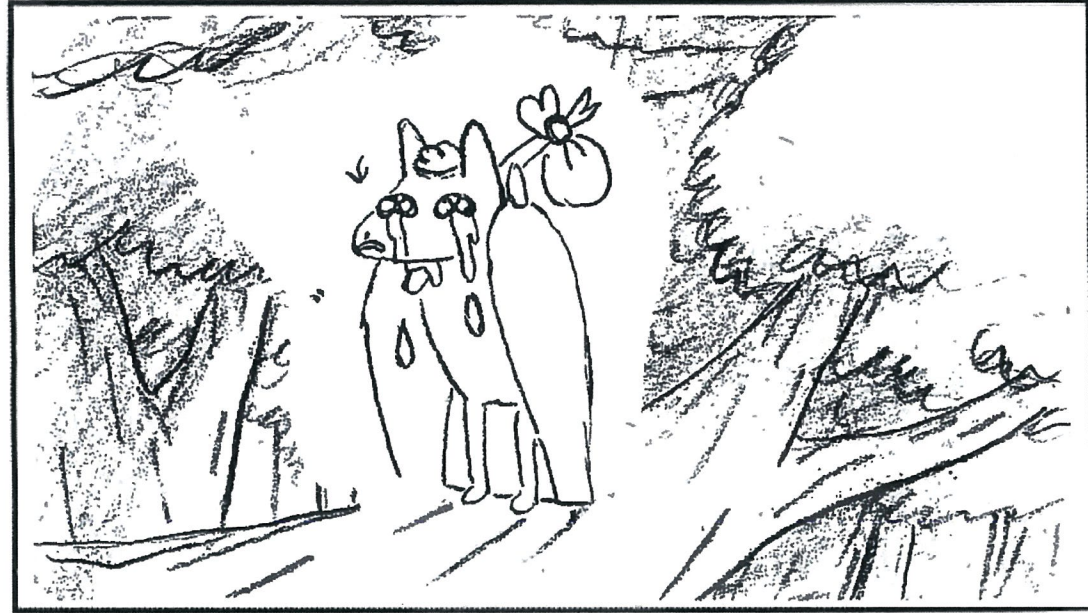
day night



Sc. **130 cont** Pnl. **B**

Bg.

day night



Dialog: <div style="text-align: center;">(FB) [SOBBING]</div>	
Action: - F. BAT AWAITS REPLY.	 - TEARS STREAM DOWN FB'S FACE. MAR 03 2016
Timing:	

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Production:

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ADVENTURE TIME



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day night

Sc. 130 *cont* Pnl. *C*

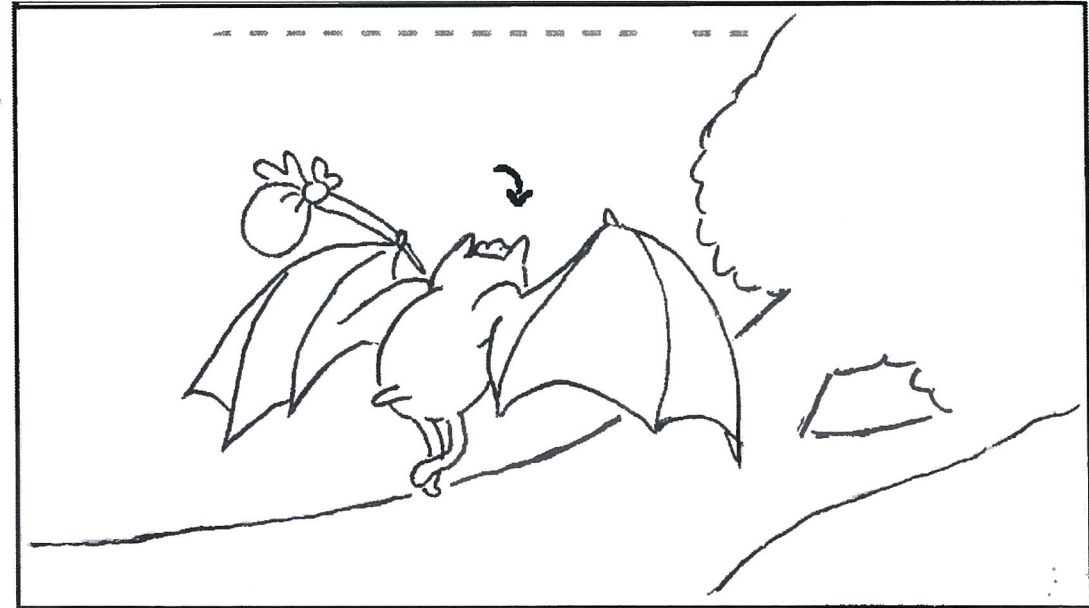
Bg.

day night

Sc. 130 *cont* Pnl. *D*

Bg.

day night



Dialog:

(FB) SQUEAK-SQUEAK
[GOOD-BYE]

Action:

-FB OPENS WINGS.

MAR 02 2010

Timing:

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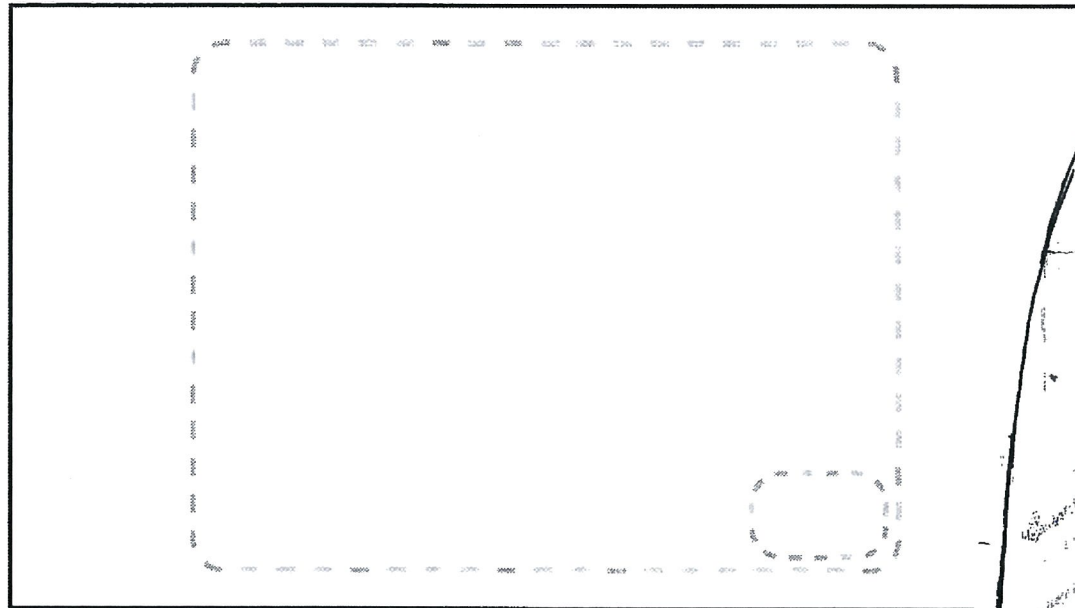
ADVENTURE TIME



Sc. 130 *cont* Pnl. *E*

Bg.

day night



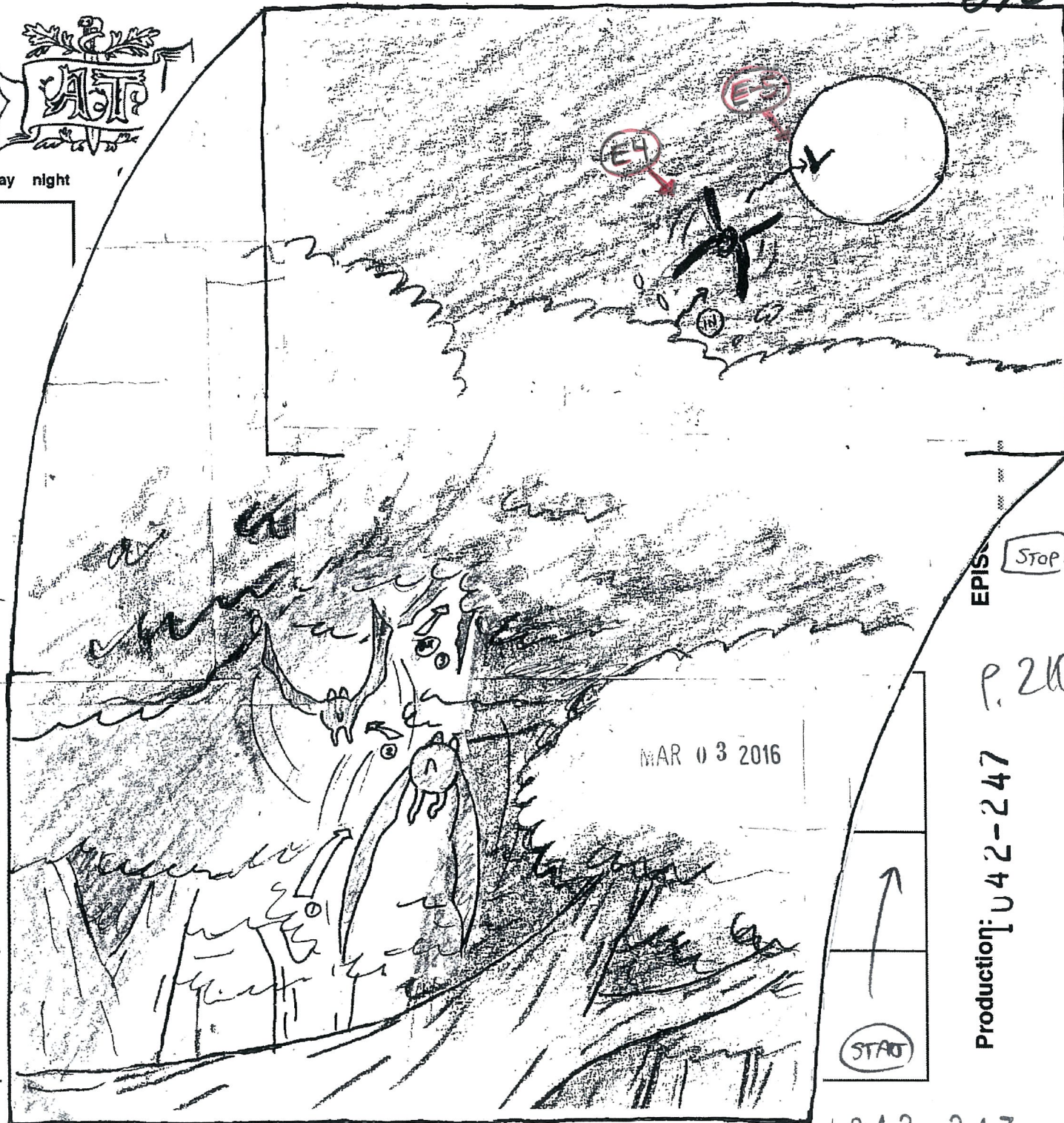
Dialog:

Action:

-FB FLES THROUGH
CANOPY AND INTO
THE DISTANCE,

Timing:

-PAN W/ BAT



MAR 03 2016

START

EPISODE

STOP

Production: 1042-247

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ADVENTURE TIME



Sc. **131**

Pnl. **A**

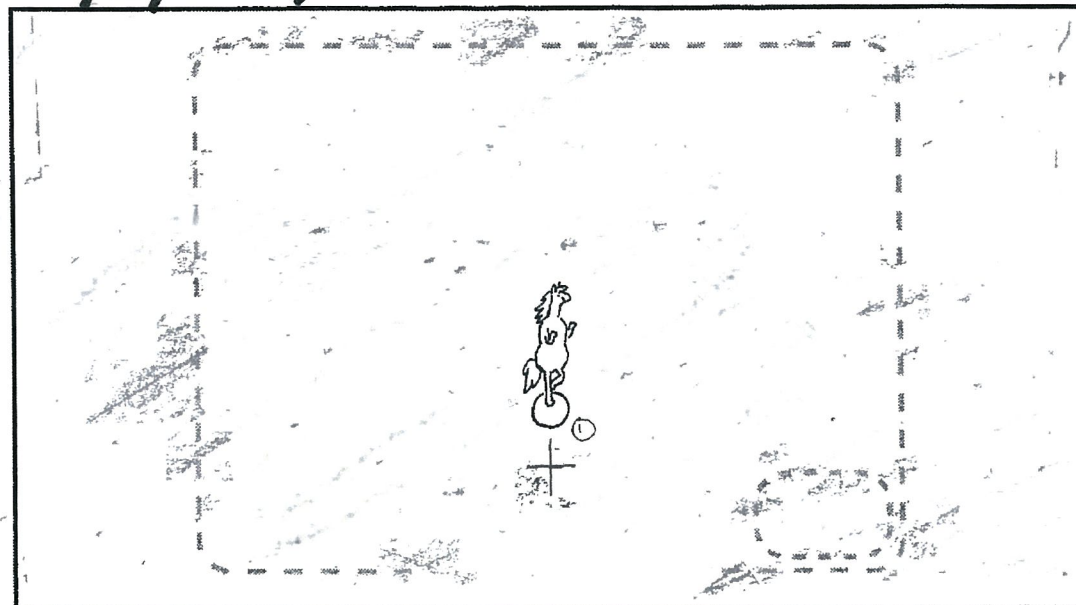
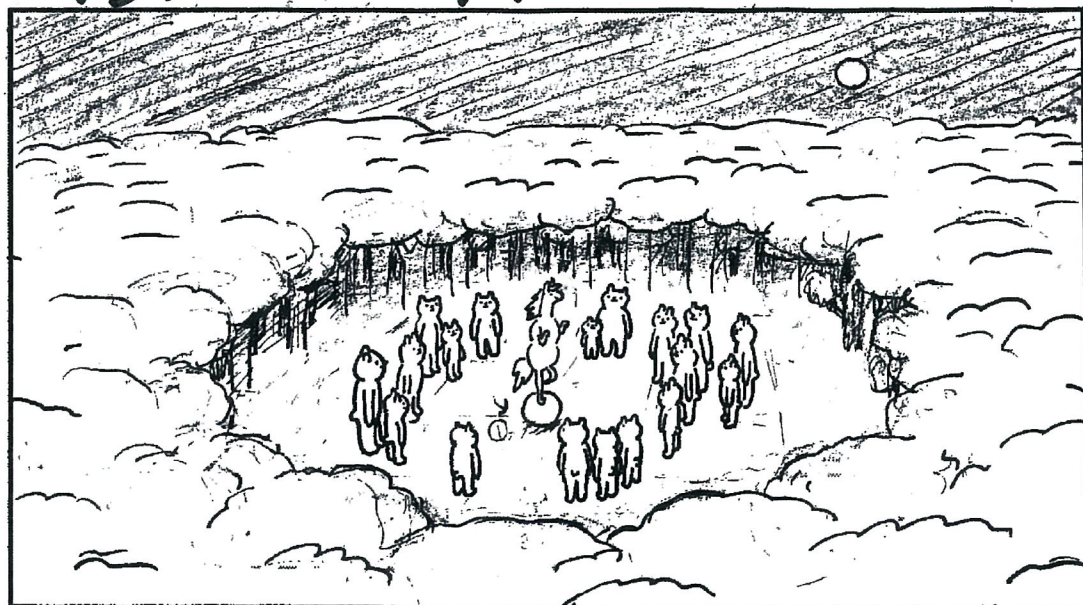
Bg.

day night

Sc. **131/cont** Pnl. **B**

Bg.

Page **211**
day night



Dialog:

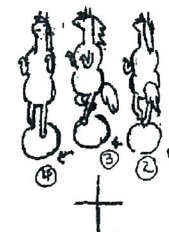
Action:

- BEARS WATCH JB.

- JB CONTINUES RIDING IN CIRCLES.

Timing:

ⓔ: (V/O) (PITCHED DOWN)
WANT SOME →



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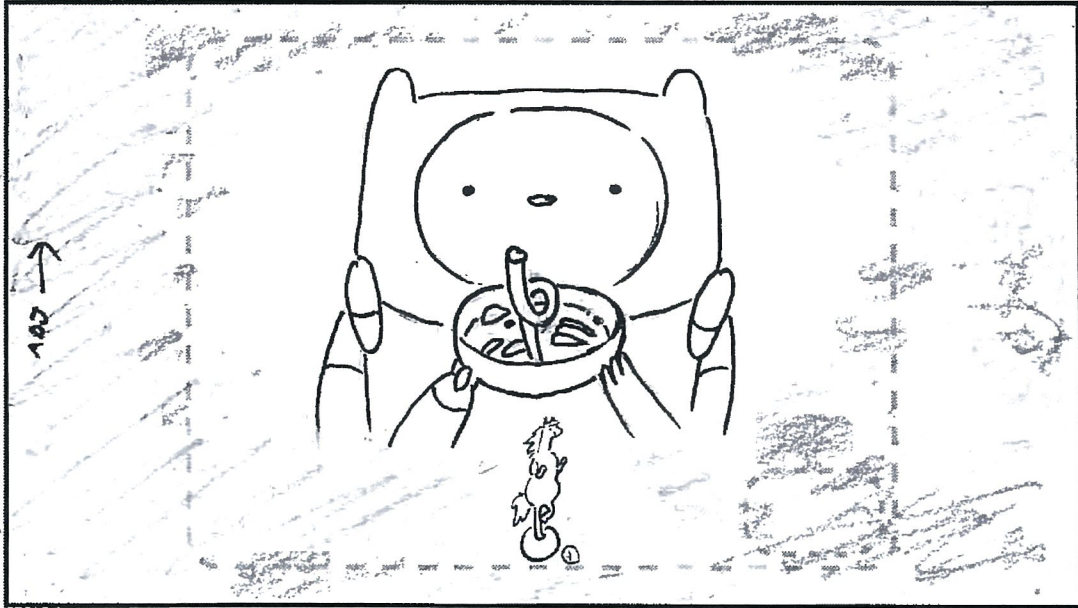
ADVENTURE TIME



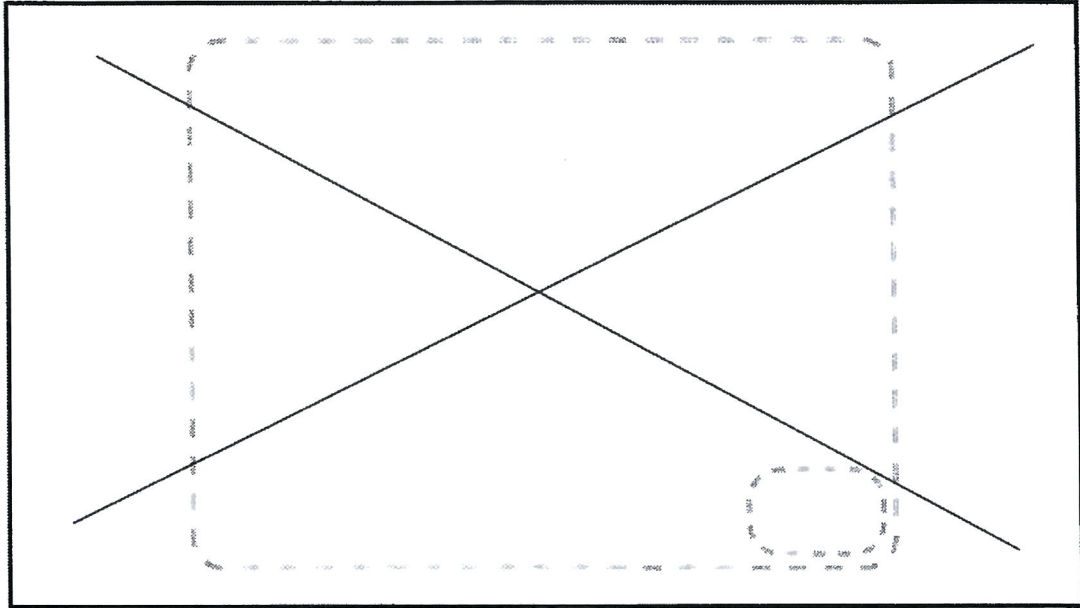
Page 212
day night

Sc. B1 cont Pnl. C

Bg. day night



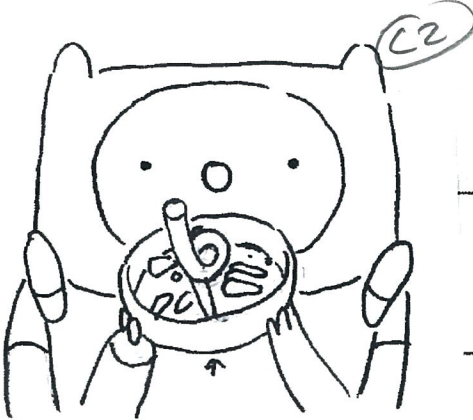
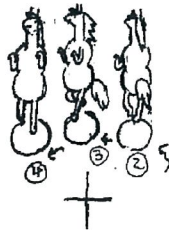
Sc. Pnl. Bg. day night



Dialog:

F: Want some
SOOOOUP ?

Action:



Timing:

- FINN DISSOLVES ON/S.

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ADVENTURE TIME



Sc. 132

Pnl. A

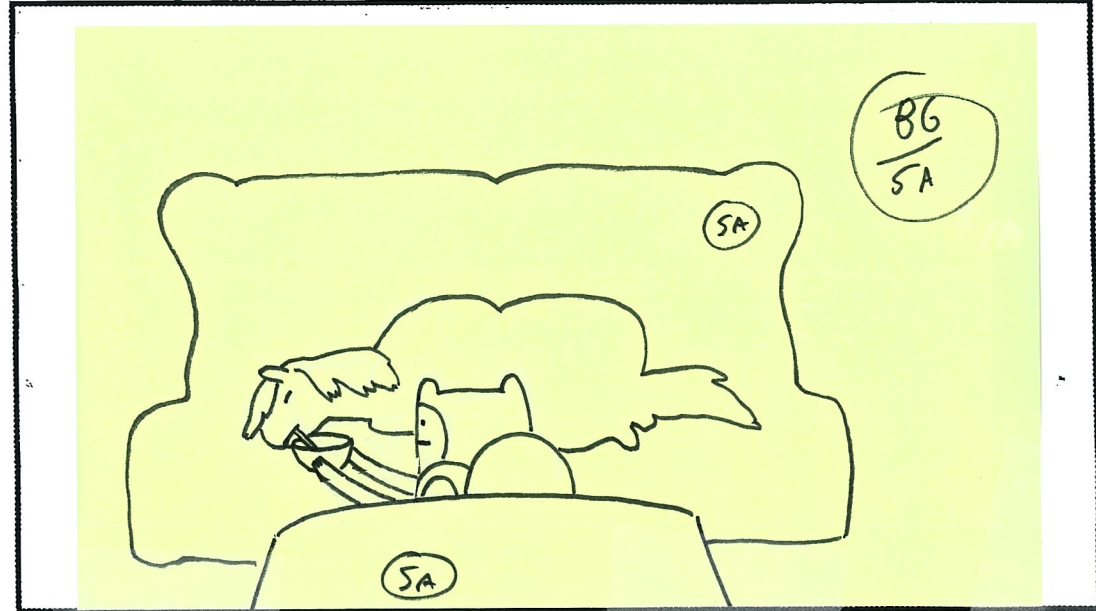
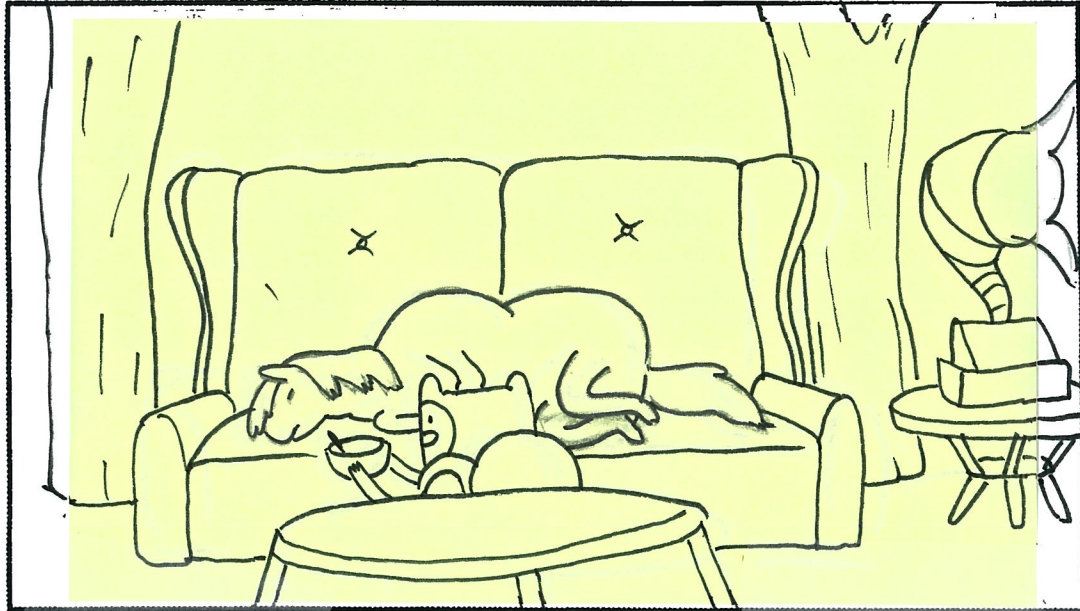
Bg.

day night

Sc. 132 cont Pnl. B

Bg.

Page 213
day night



Dialog:	ⓕ I MADE IT OUT OF ICE CREAM SANDWICH...
Action:	- F POKES STRAW INTO JO'S MOUTH
Timing:	

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Production:

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ADVENTURE TIME



Sc. **133**

Pnl. **A**

Bg.

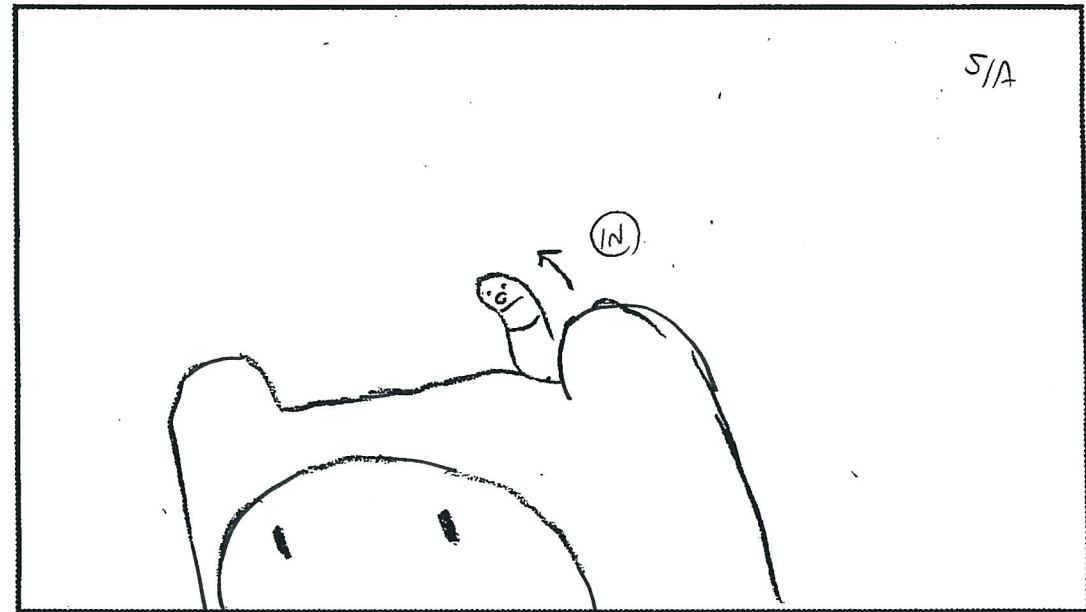
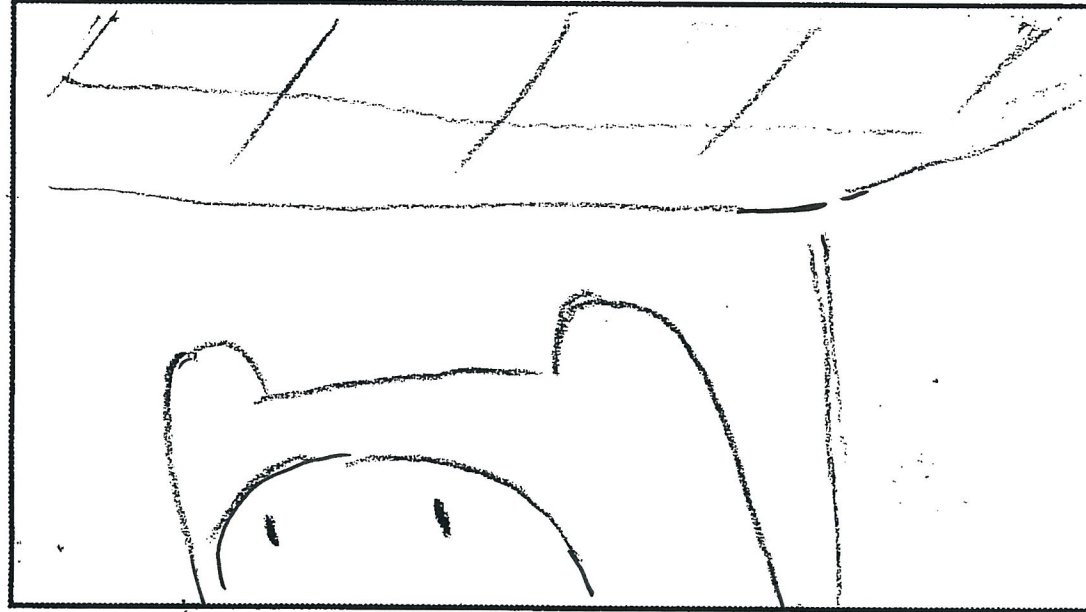
day night

Sc. **133 cont**

Pnl. **B**

Bg.

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day night



Dialog:

⑤: YOU'RE STILL
BEING WEIRD,
DUDE

Action:

-SHELBY CLIMBS ON/C.

MAR 03 2016

Timing:

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Production:

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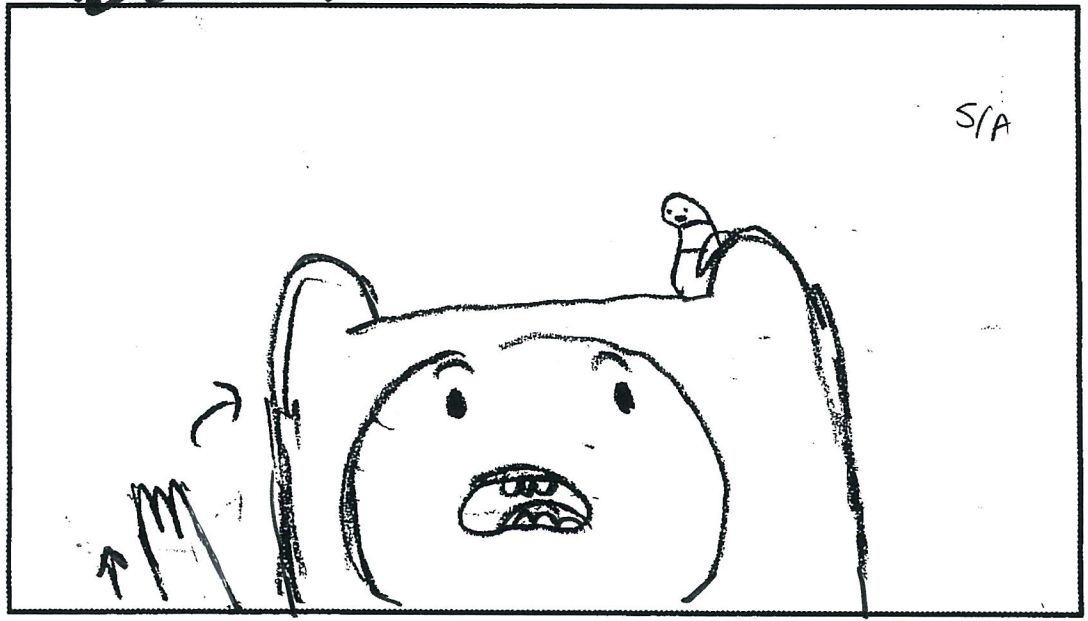
1042 247

ADVENTURE TIME

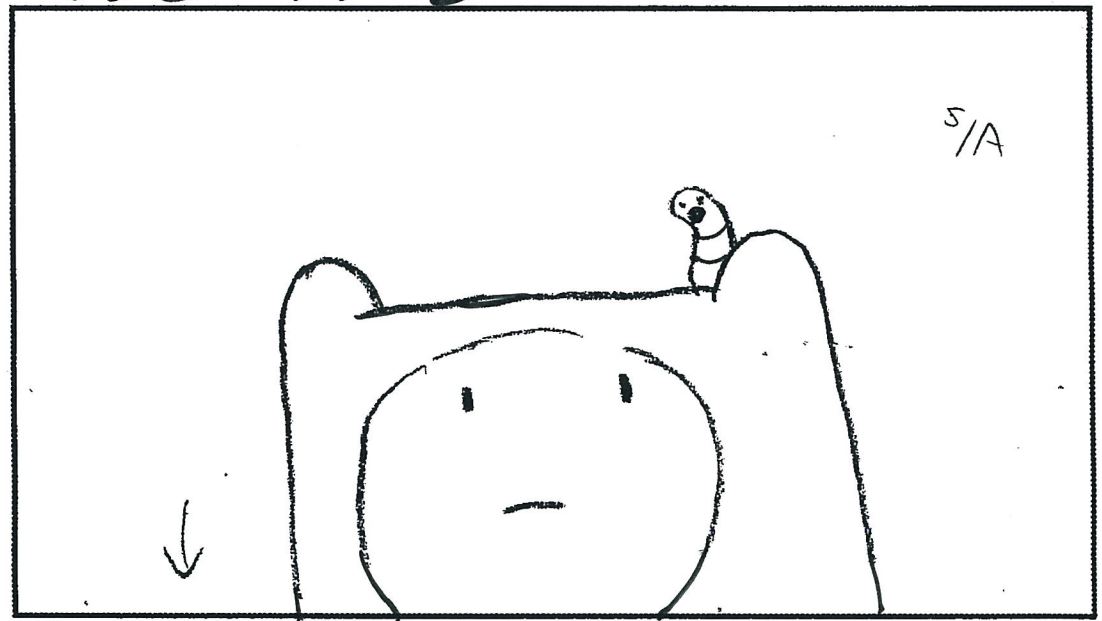


Page **215**
day night

Sc. **133 cont** Pnl. **C** Bg. day night



Sc. **133 cont** Pnl. **D** Bg. day night



EPISODE # **1042-247**

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Dialog:

F: WELL WHAT AM I SUPPOSED TO DO -

S = YOU GOTTA SLAP HIM, DUDE.

F = HUH.

Action:

Timing:

MAR 03 2016



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ADVENTURE TIME



Page **216**
day night

Sc. **133 cont** Pnl. **E**

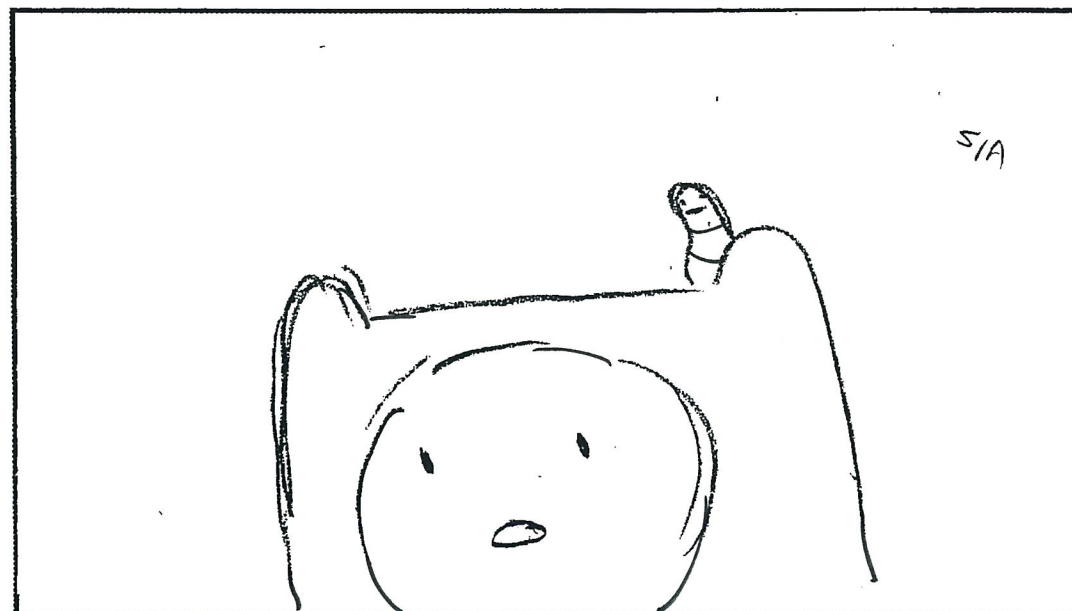
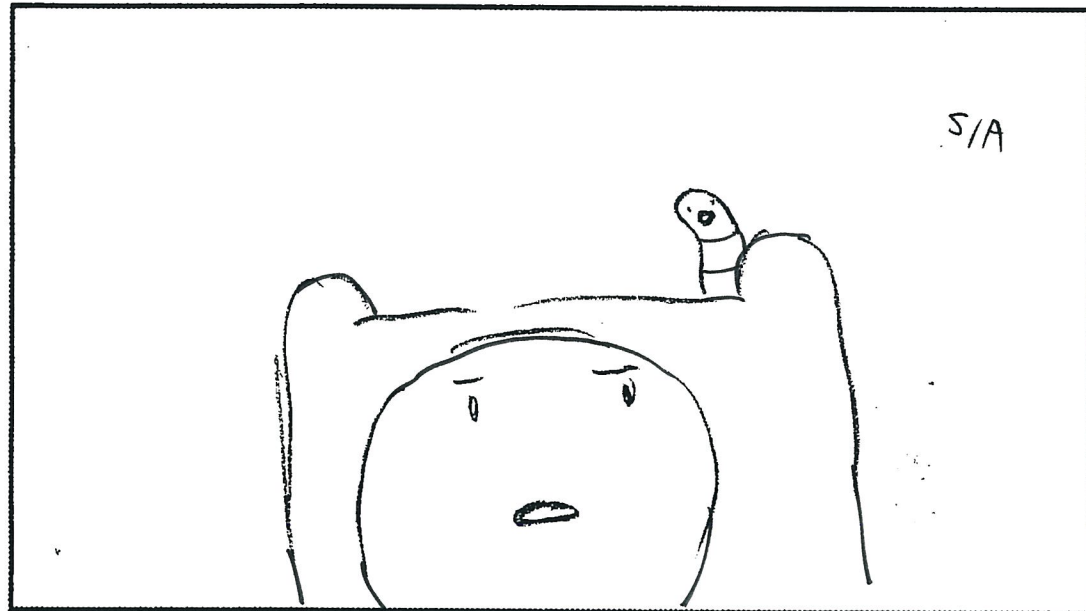
Bg.

day night

Sc. **133 cont** Pnl. **F**

Bg.

day night



Dialog:

(S): SLAP HIM
WITH SUM **E**
REAL TALK.

(F) OH-

Action:

MAR 03 2016

Timing:

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Production:

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ADVENTURE TIME

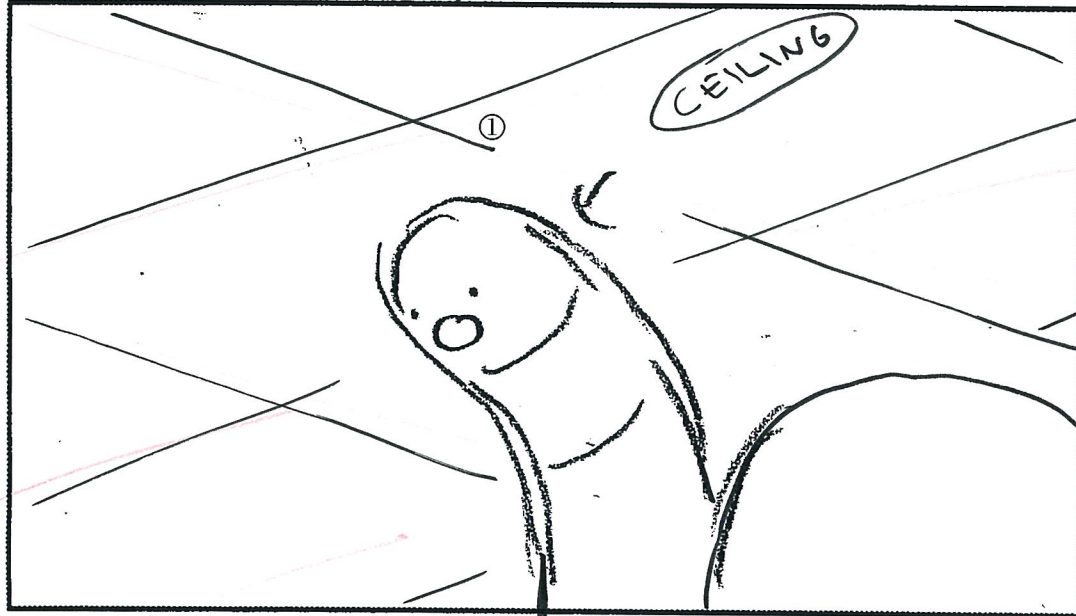


Sc. **134**

Pnl. **A**

Bg.

day night



Sc. **135**

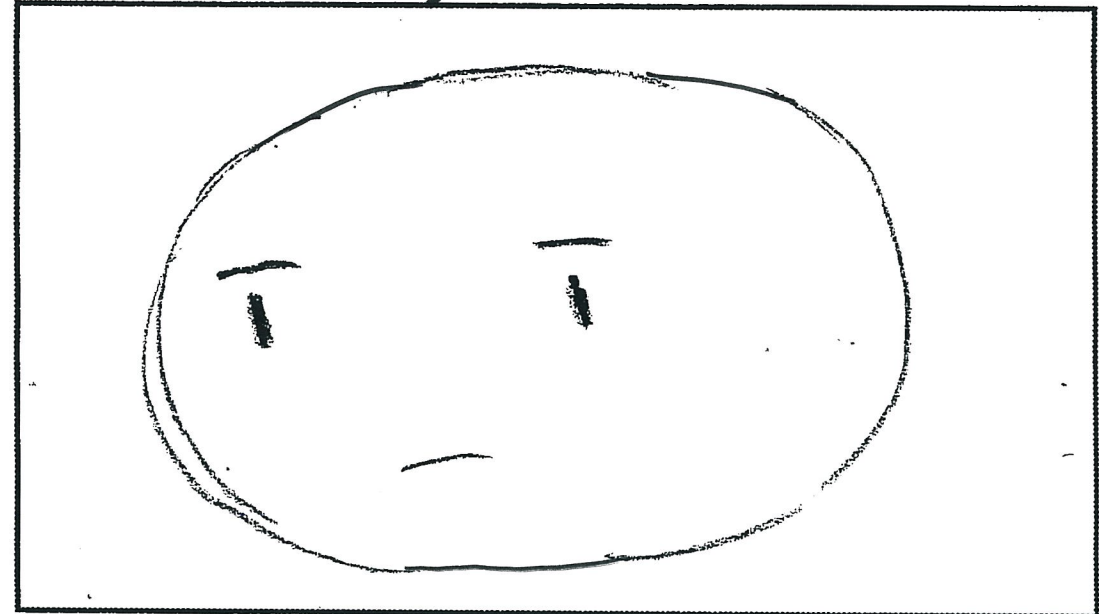
Pnl. **A**

Bg.

Page

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day night



EPISODE # 1042-247

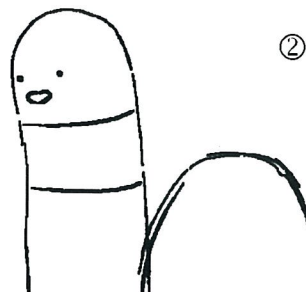
Dialog:

(S): STAB HIM

(P)-WHAT?!

Action:

Timing:



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ADVENTURE TIME

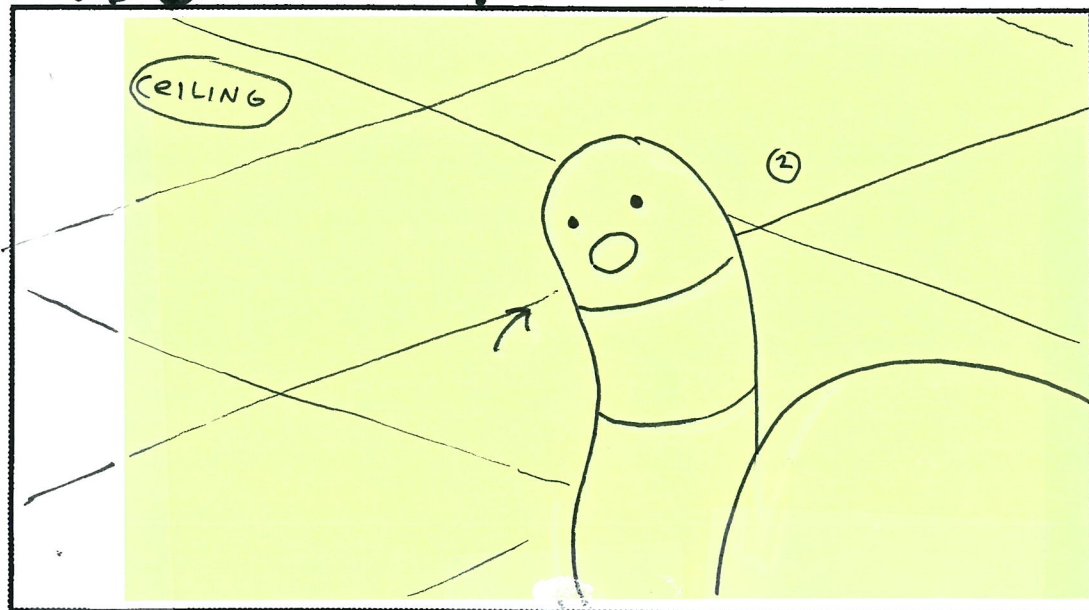


Sc. **136**

Pnl. **A**

Bg.

day night



Sc. **137**

Pnl. **A**

Bg.

Page **218**
day night



Dialog:

**(S): WITH A GIANT
SYRINGE...**

(F): WH -

Action:

Timing:



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ADVENTURE TIME

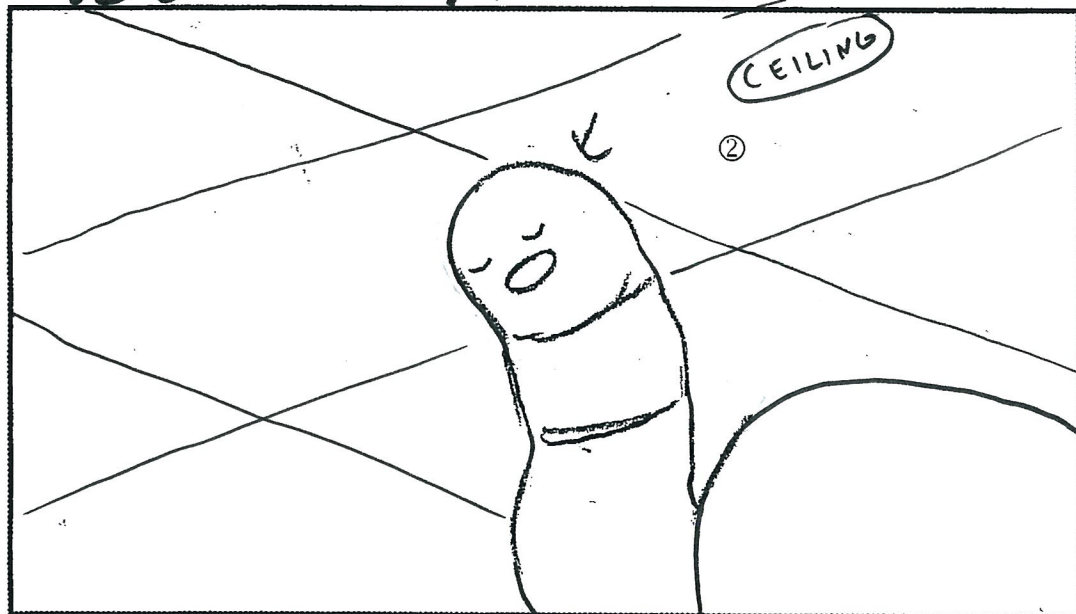


Sc. **138**

Pnl. **A**

Bg.

day night



Sc. **139**

Pnl. **A**

Bg.

day night



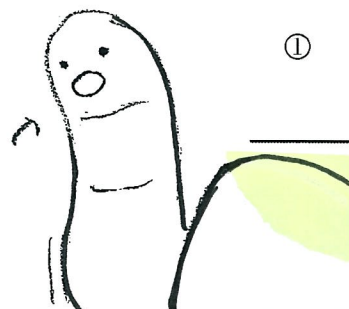
Page **319**

Dialog:

(S) = OF RESPECT.

Action:

Timing:



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ADVENTURE TIME



Sc. *139 cont* Pnl. *B*

Bg.

day night

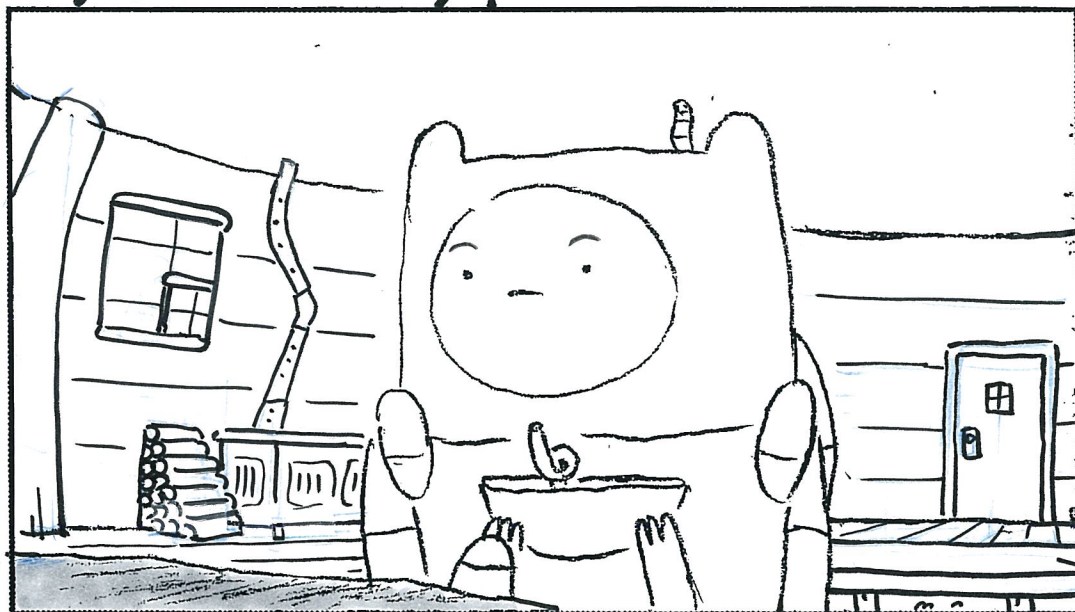


Sc. *140*

Pnl. *A*

Bg.

day night



EPISODE # 1042-247

COFFEE TABLE

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Dialog:

(F) OH.

(F) Okay

Action:

*- JB POV
- F LOOKS DOWN*

Timing:

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ADVENTURE TIME



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Sc. **140 CONT** Pnl. **B**

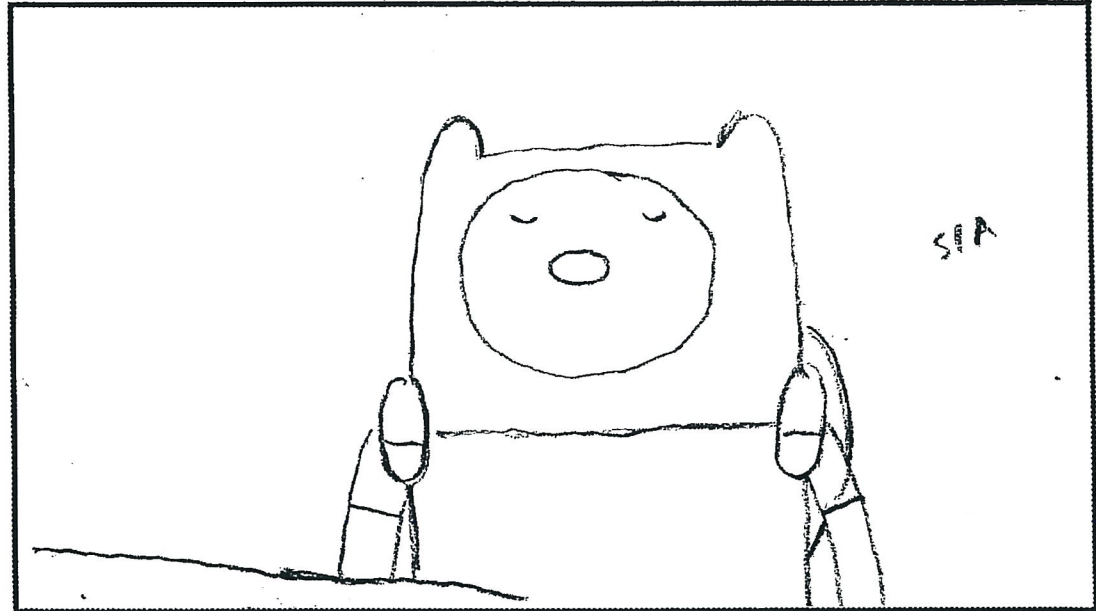
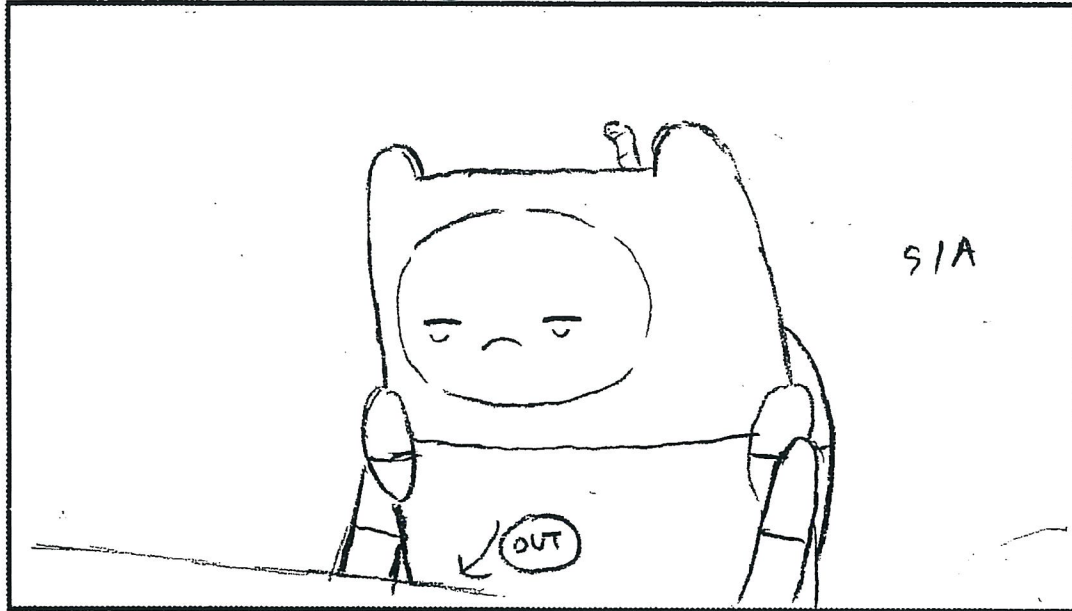
Bg.

day night

Sc. **140 CONT** Pnl. **C**

Bg.

day night



Dialog:

Ⓢ: (DEEP BREATH)

Action:

- F PUTS DOWN BOWL

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Timing:

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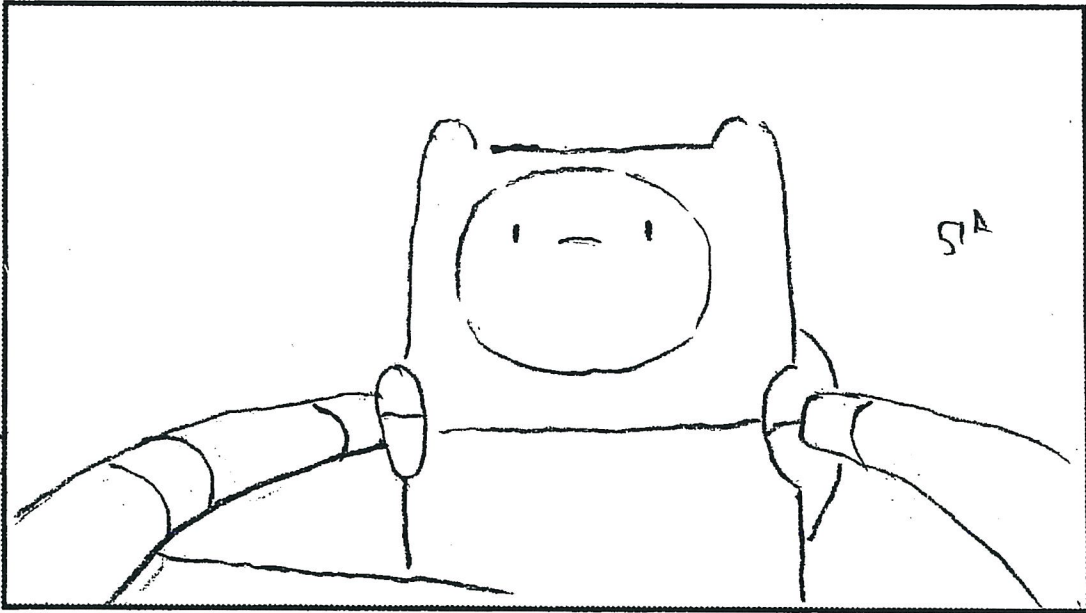
ADVENTURE TIME



Page **222**

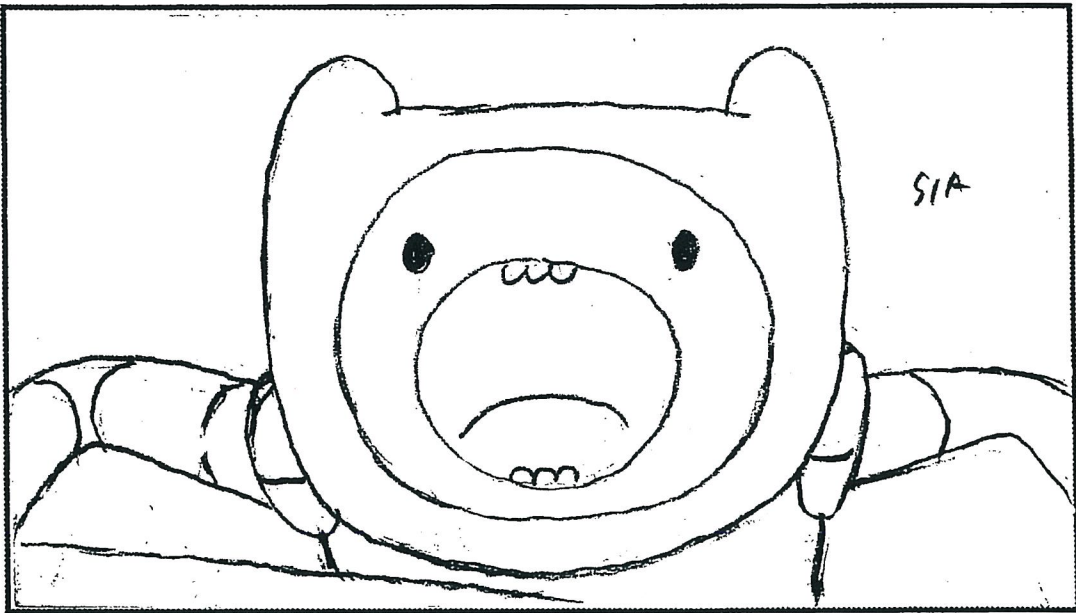
Sc. **140 cont** Pnl. **D** Bg.

day night



Sc. **140 cont** Pnl. **E** Bg.

day night



Dialog:

(F) - YO, JAMES BAKT -)

Action:

-F. HOLDS JB'S HEAD.

-F. YELLS IN JB'S FACE.

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Timing:

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Production:

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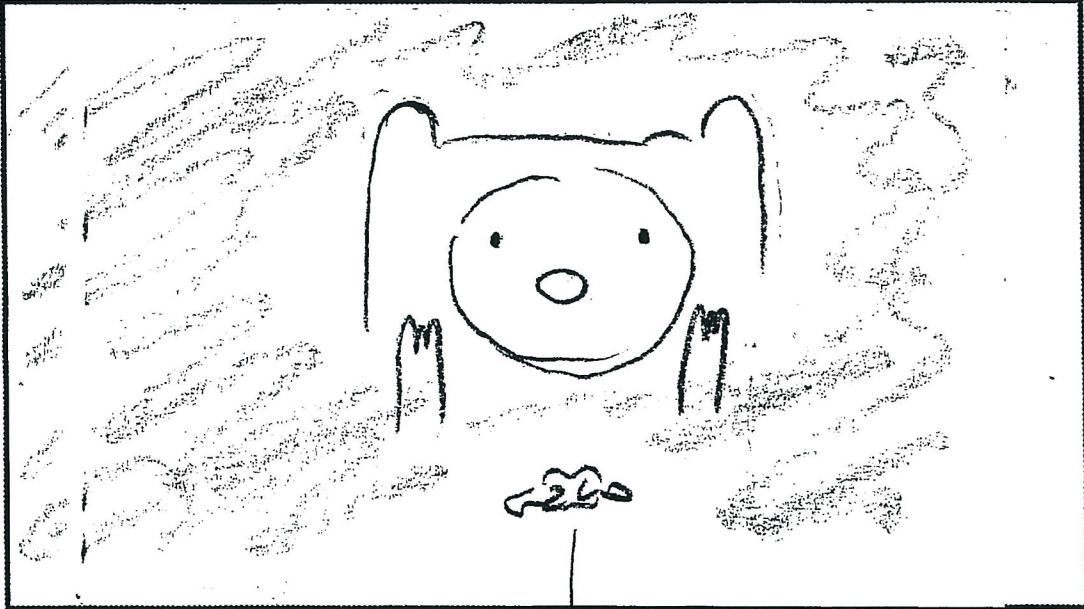
ADVENTURE TIME



Sc. 140 cont Pnl. F Bg. day night



Sc. 140 A Pnl. A Bg. day night

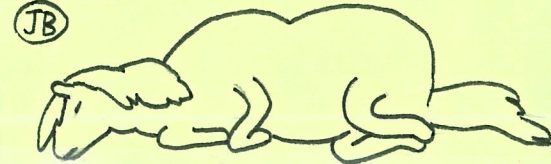


Dialog: (F): E E R R R R R

Action:

Timing:

DETAIL
(JB)



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ADVENTURE TIME



Page

224

Sc.

140 A cont Pnl.

B

Bg.

day night

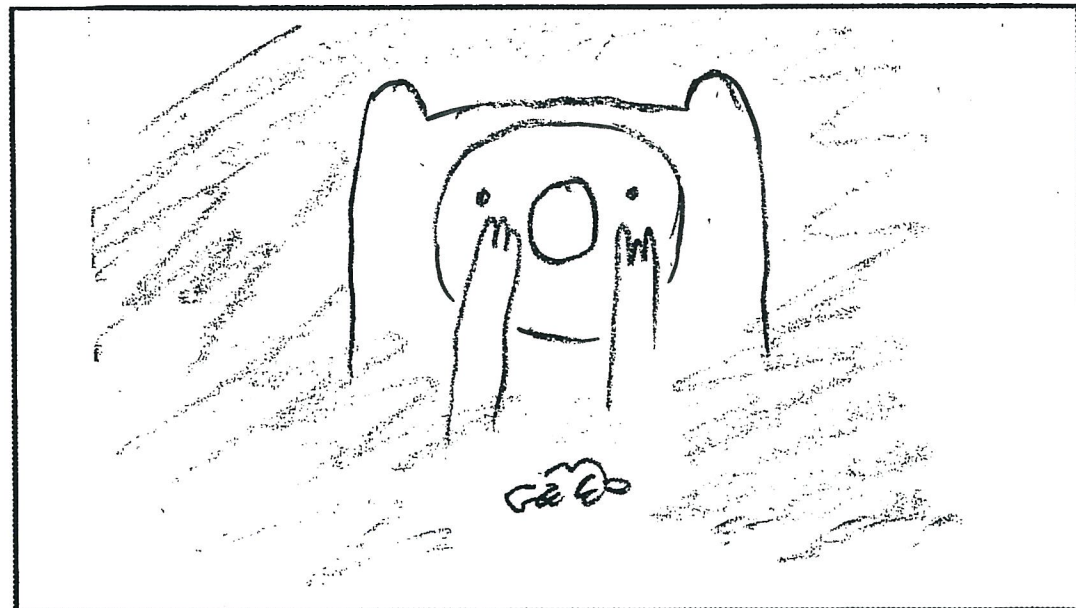
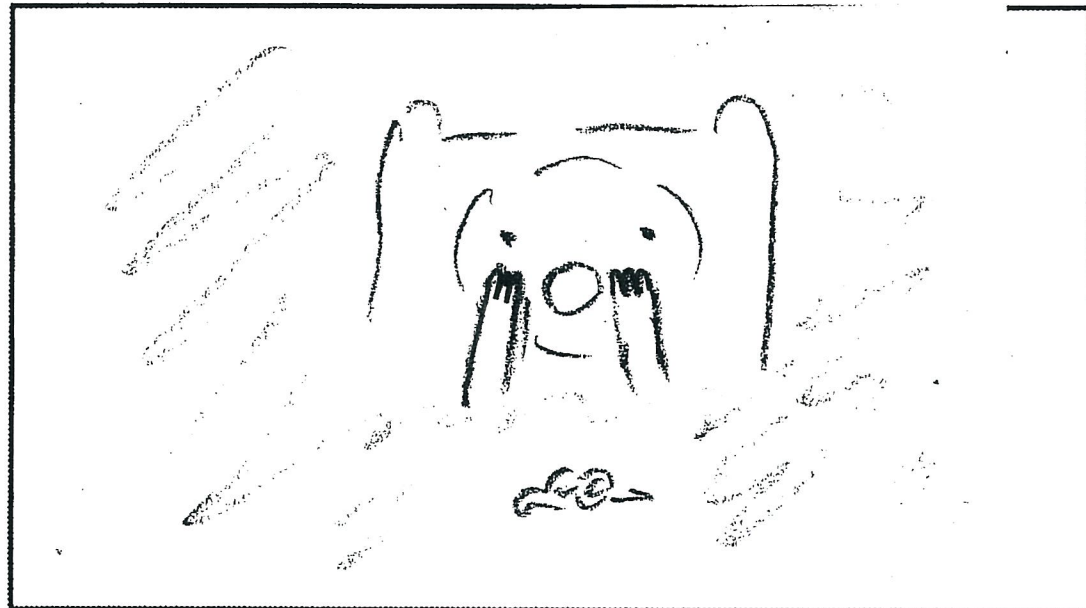
Sc.

140 A cont Pnl.

C

Bg.

day night



Dialog:

(F) YOU
ARE A WONDERFUL
GENUINE ONE OF A KIND--

Action:

Timing:

(F) HO-O-O-O-RSE

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Production:

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ADVENTURE TIME



Page **225**
day night

Sc. **140 A cont** Pnl. **D** Bg.

day night



Sc. **140 A cont** Pnl. **E** Bg.

day night



Dialog:

(P) AND YOU MAKE
SO MANY PEOPLE
HAPPY JUST BY BEING →

Action:

Timing:

(F) Y-O-O-O-O-O-O-O

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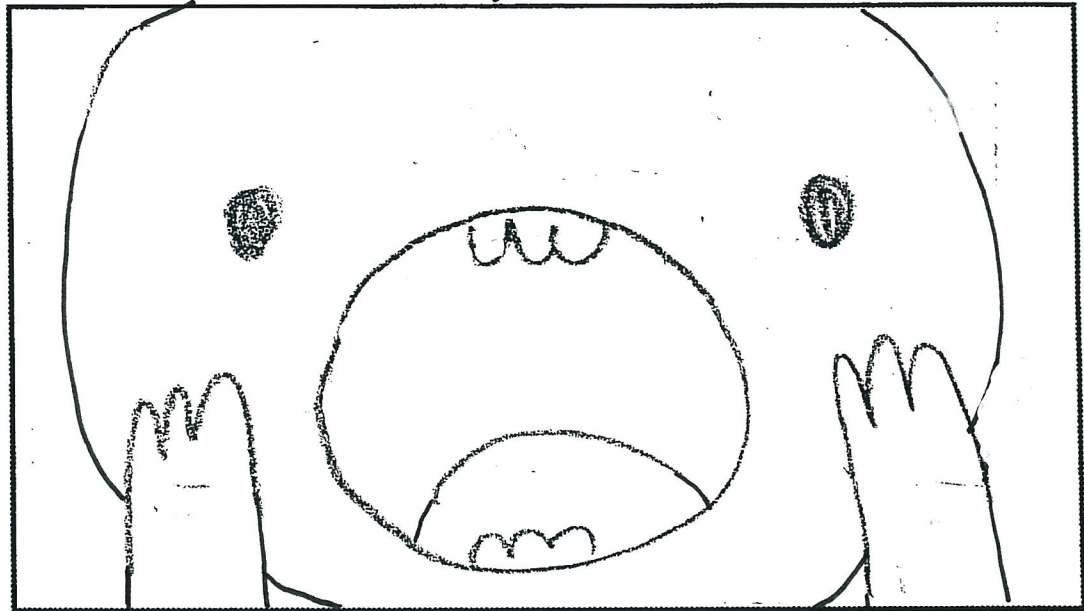
ADVENTURE TIME



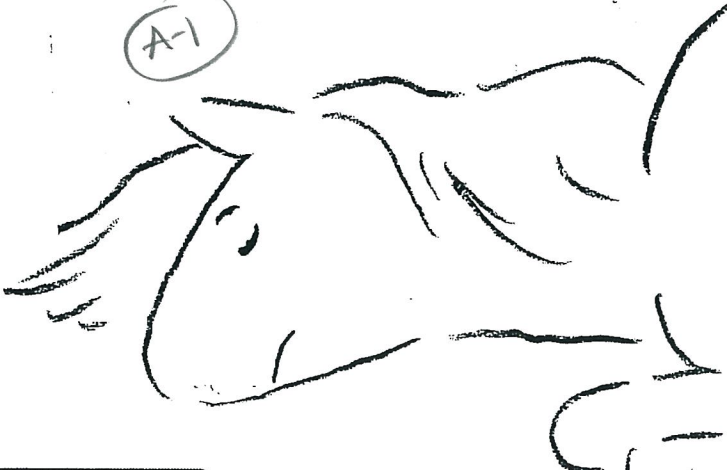
Sc. 141 Pnl. A Bg. day night



Sc. 142 Pnl. A Bg. day night



Dialog:	(F) = SO LET GO-O-OF WHAT'S LO-O-O-O-ST MAN	(A-1)	(F) IT'S TIME FOR JA-A-A-A-A-A-A-A-MKS --
Action:			
Timing:			



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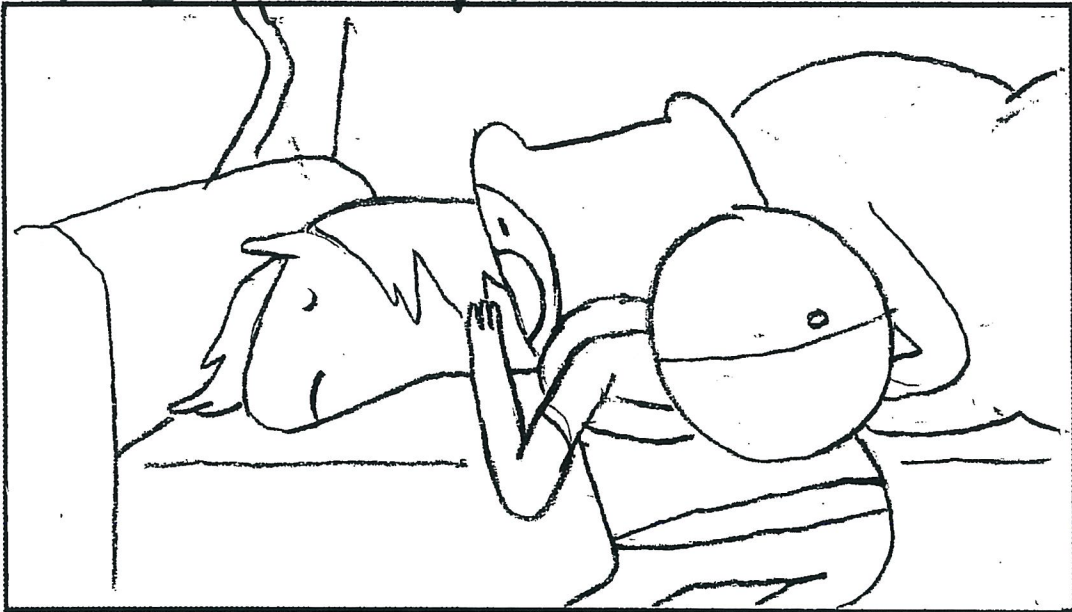


Sc. 143

Pnl. A

Bg.

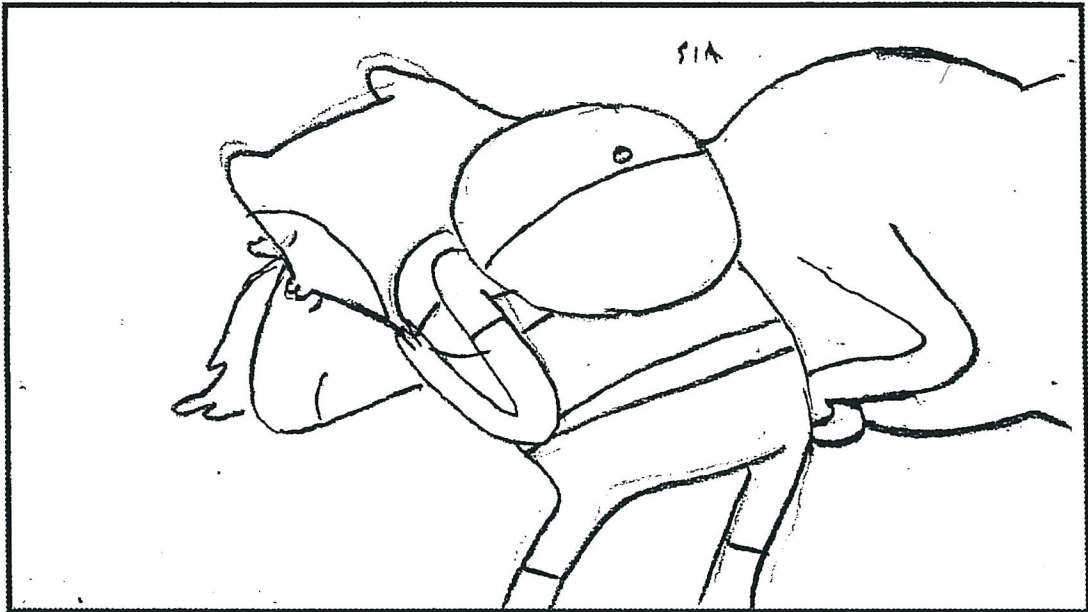
day night



Sc. 143 cont Pnl. B

Bg.

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day night



Dialog:

(F) BAXTER TO
MAKES JAMES
BAXTER HAPPY!

Action:

(F) (S.MOUL)

- F. KISSES JB'S HEAD.

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Timing:

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Production:

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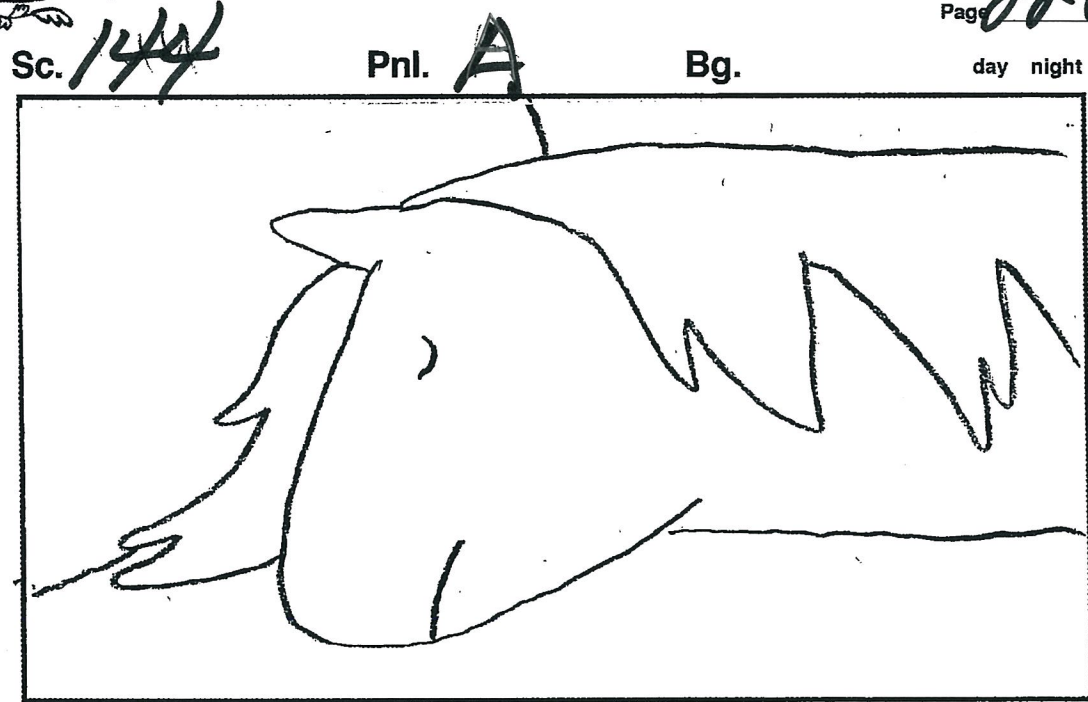
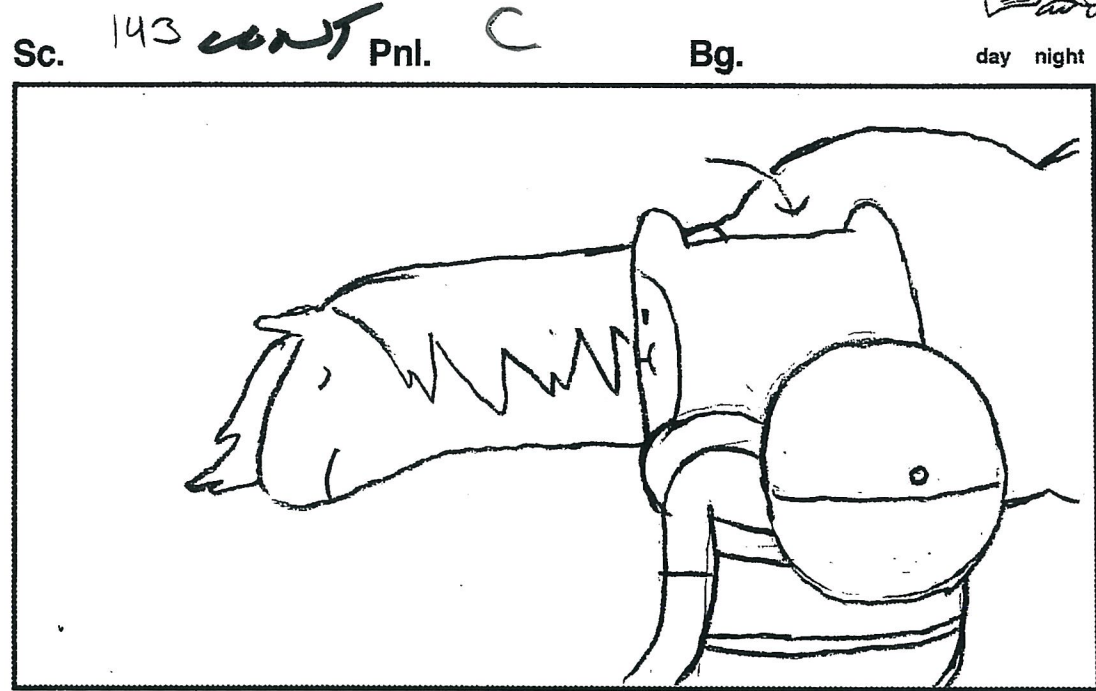
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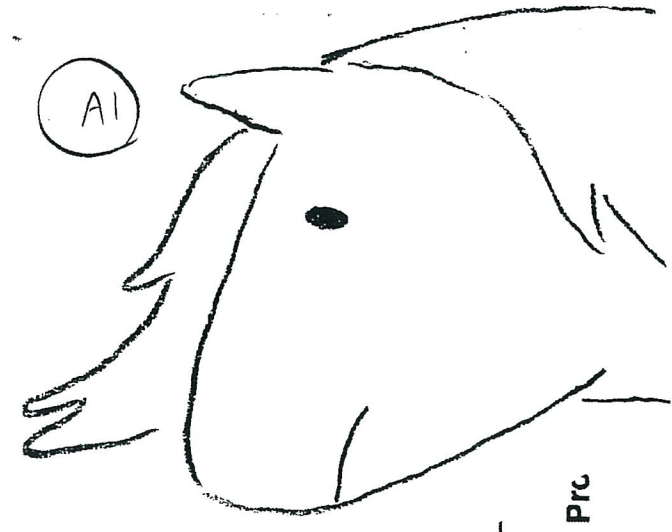
EPISODE # 1042-247

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Dialog:
Action:
Timing:

-JB OPENS EYES

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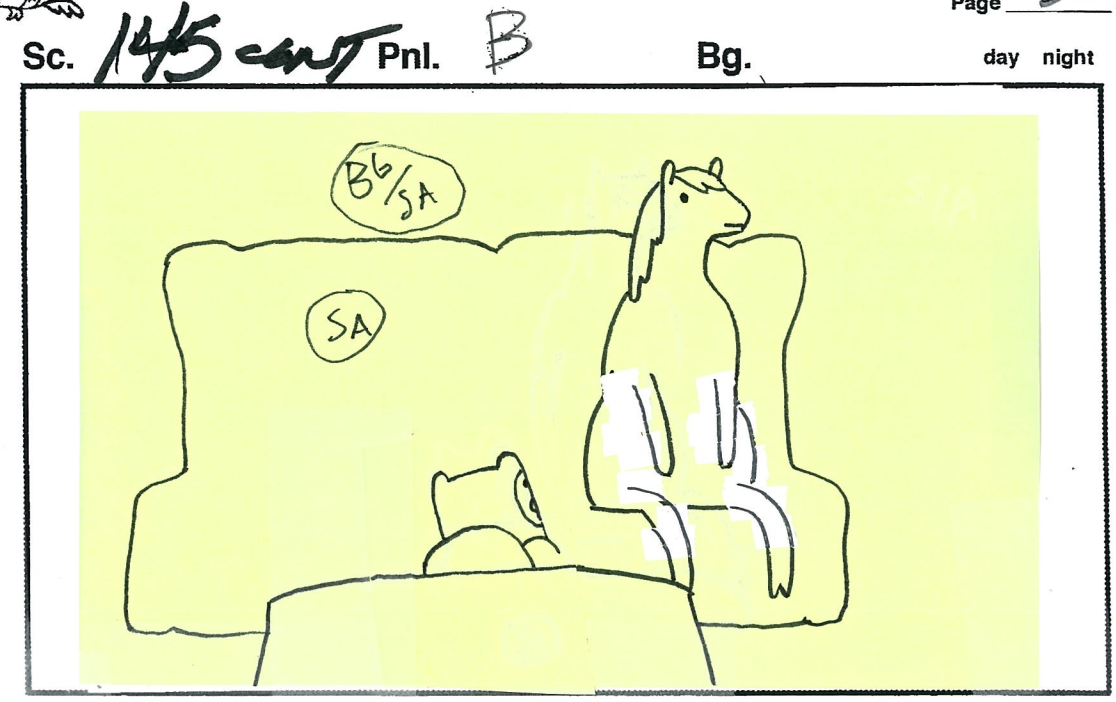
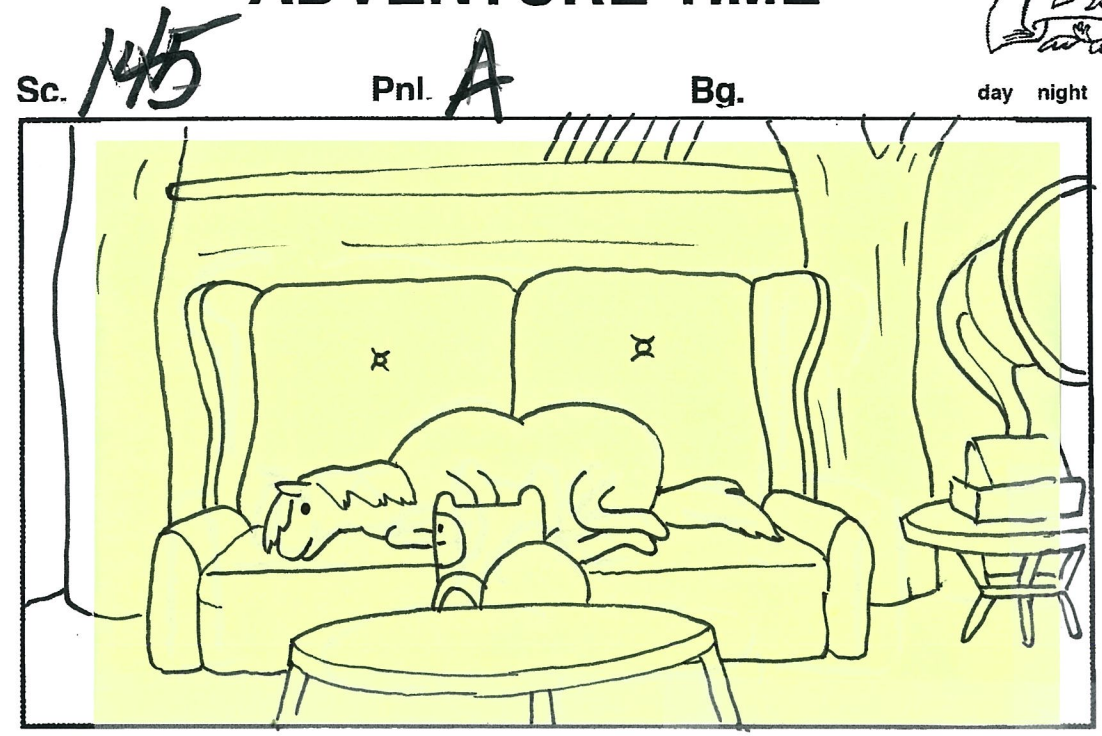
Prc

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Dialog:

Action: -JB SITS UP

Timing:



Ⓟ: JAMES ?

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Sc. 145 *cont* Pnl. C

Bg.

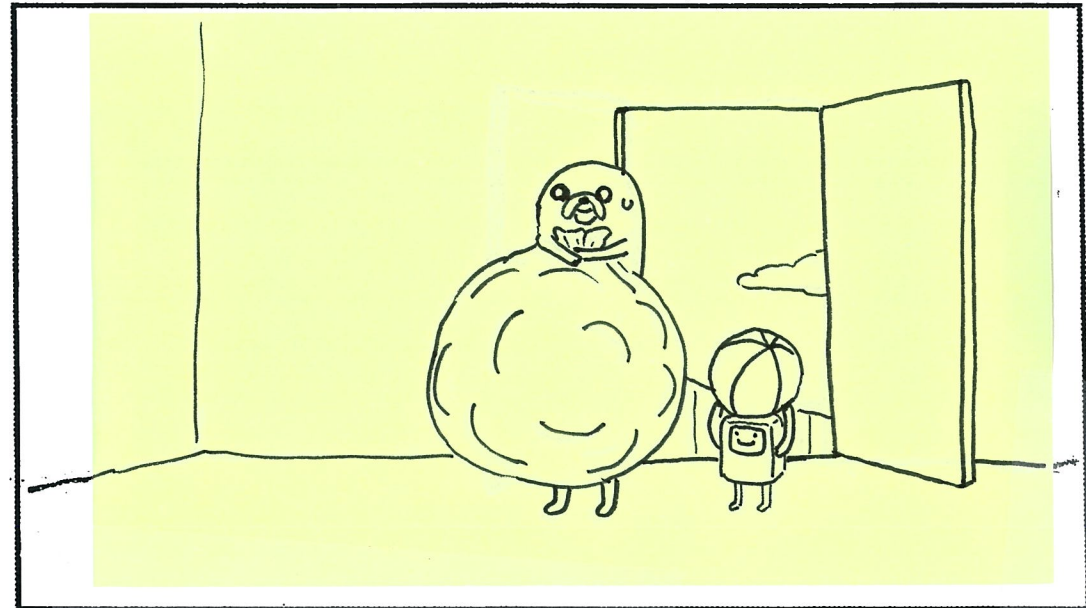
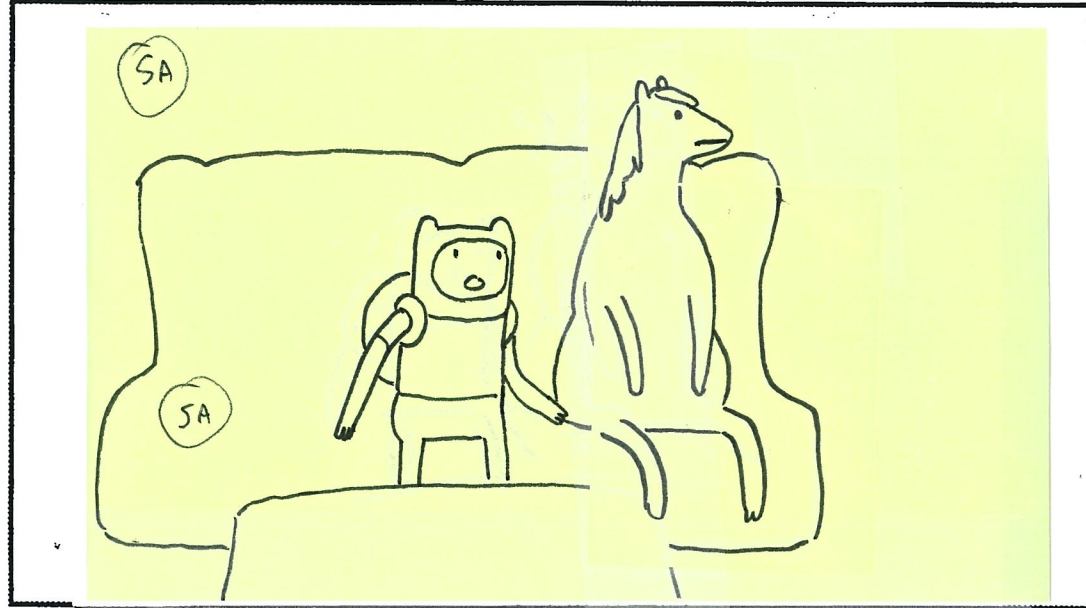
day night

Sc. 146

Pnl. A

Bg.

Page 230
day night



Dialog:

(0/5)
~~SFX~~: BOOM

Action:

-FINN + JB TURN.

-J HOLDS SKIN SACK FULL OF BEACHBALLS

Timing:

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ADVENTURE TIME



Sc. *146 cont* Pnl. *B*

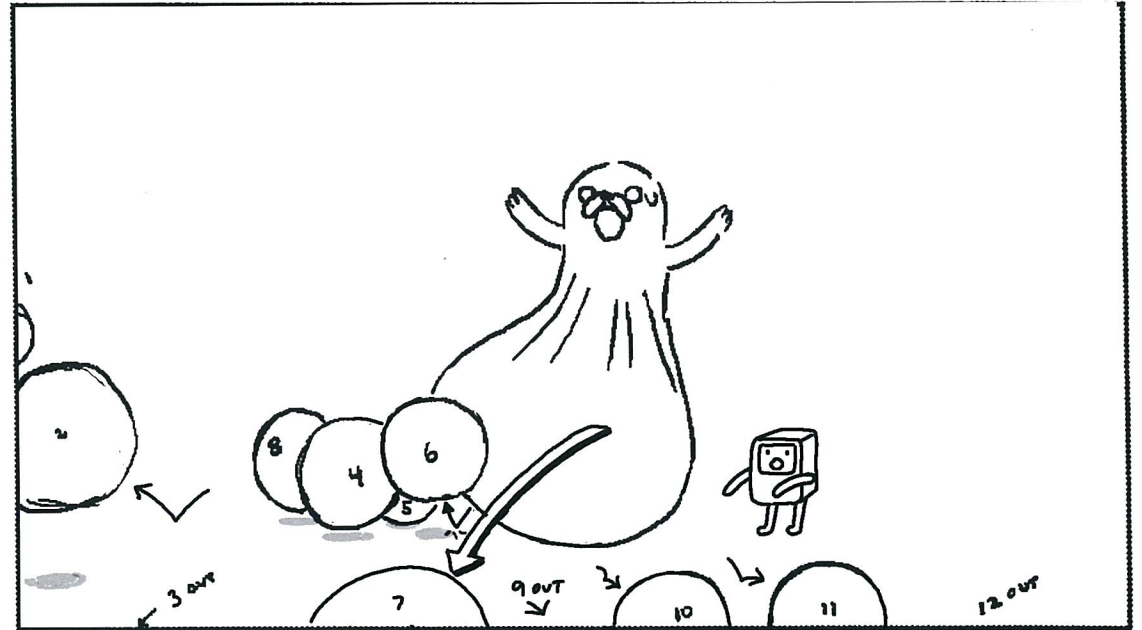
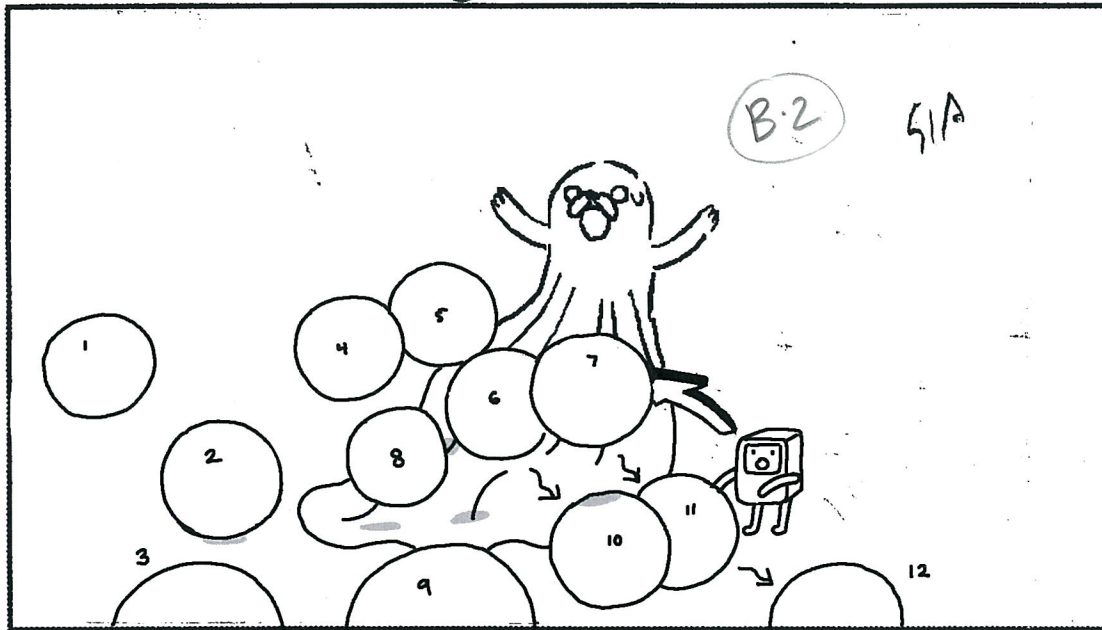
Bg.

day night

Sc. *146 cont* Pnl. *C*

Bg.

Page *231*
day night



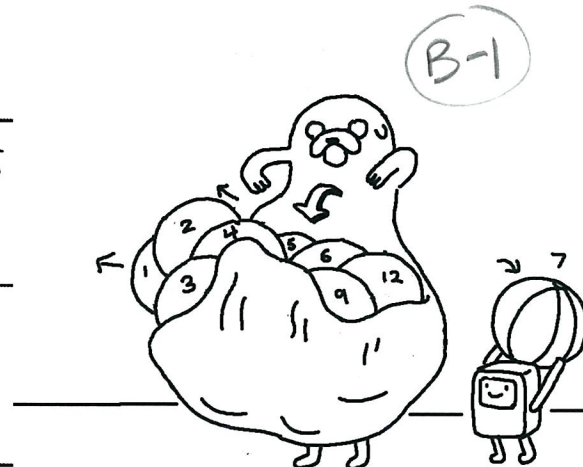
Dialog:

WE DID IT

Action:

J. REVEALS

Timing:



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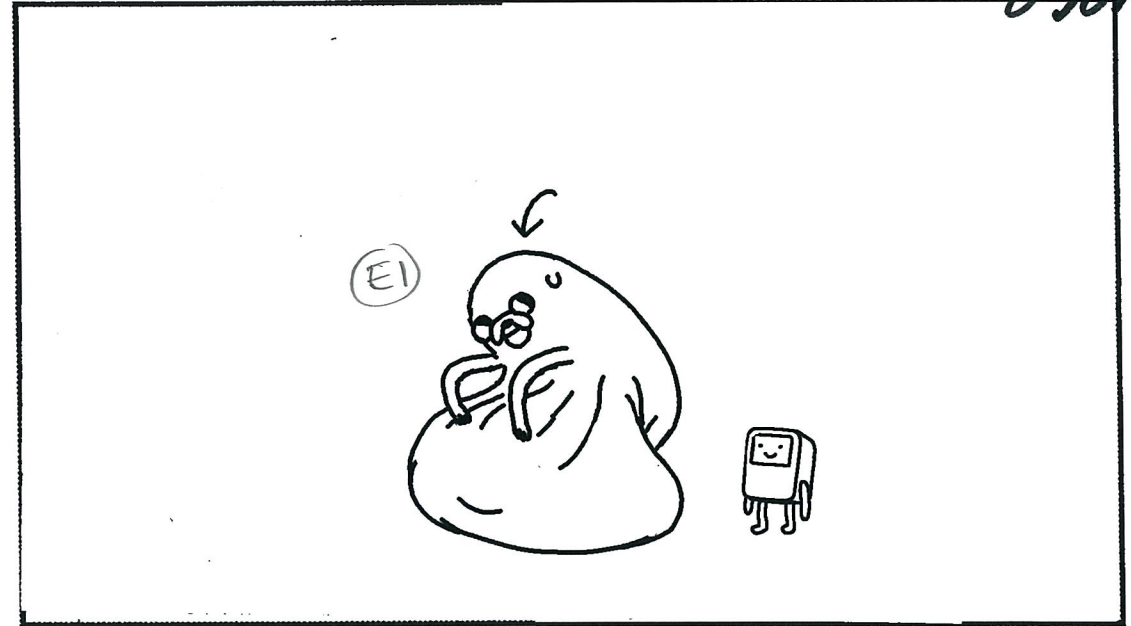
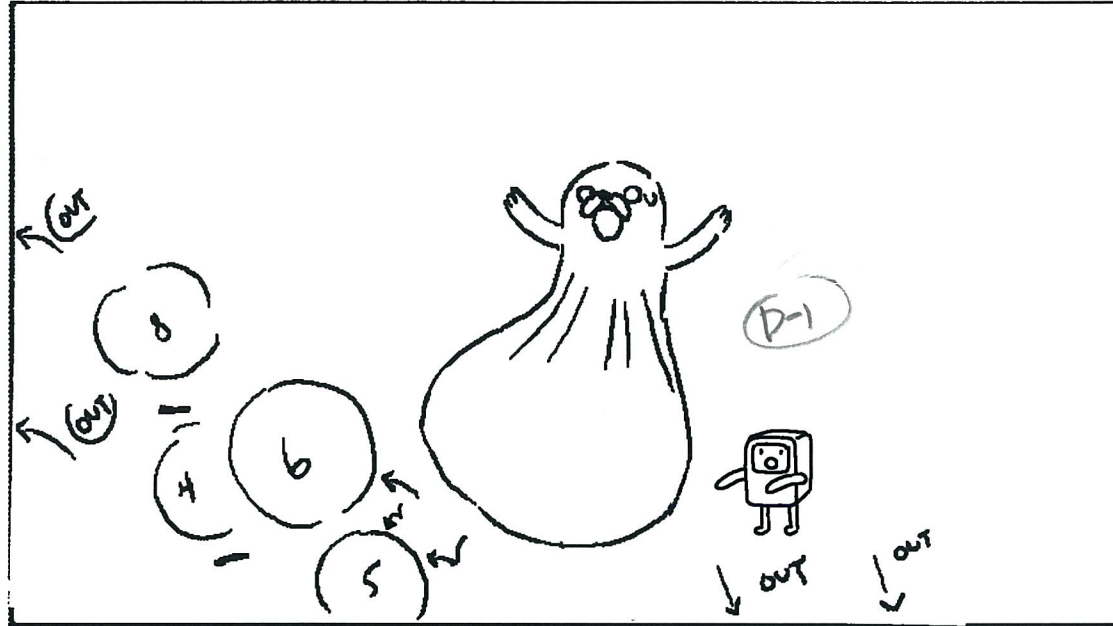


Sc. 146 *CONT* Pnl. D Bg.

day night

Sc. 146 *CONT* Pnl. E Bg.

Page 232
day *232A NEXT*

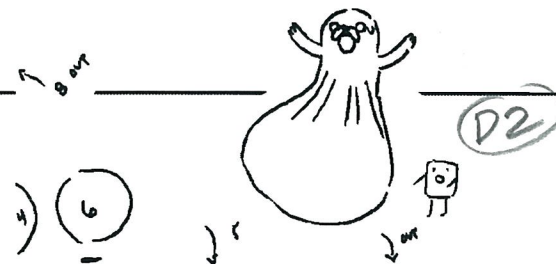


Dialog:

(J) ALL THE BEACHBALLS
YOU'LL EVER NEED!

Action: - J. GATHERS UP SKIN.

Timing:



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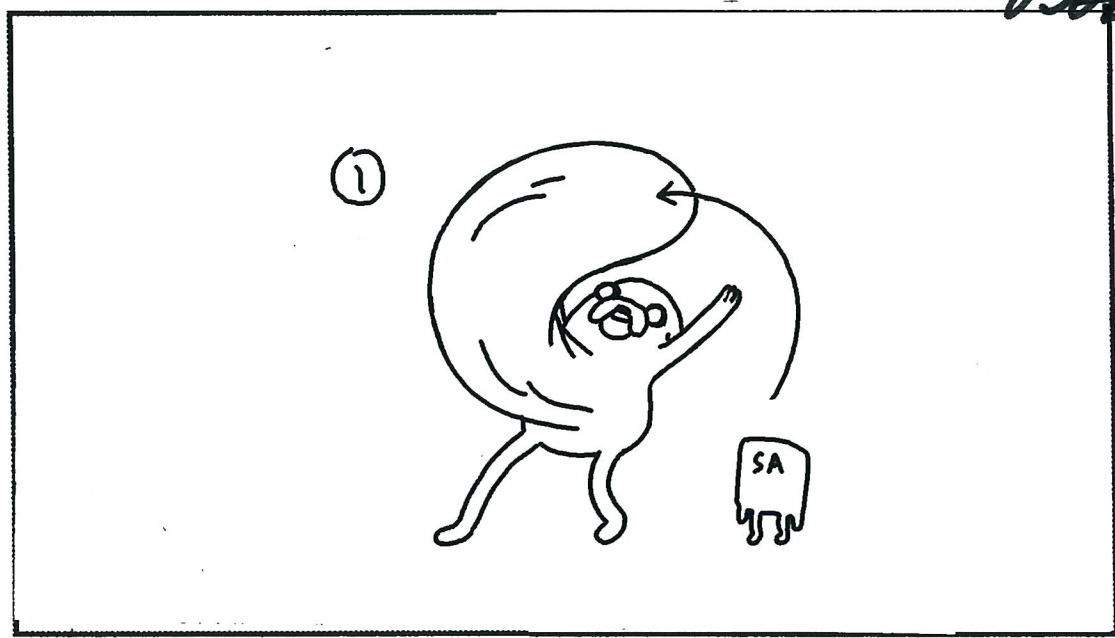


Sc. 146 *cont* Pnl. F Bg.

day night

Sc. 146 *cont* Pnl. G Bg.

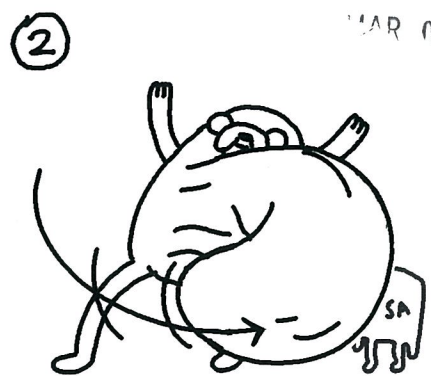

Page 237A
238 NEXT



Dialog:

Action:

Timing:



- J. WHIPS SKIN IN CIRCLES / SHRINKS BACK INTO BODY.

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EPISODE # 1042-247

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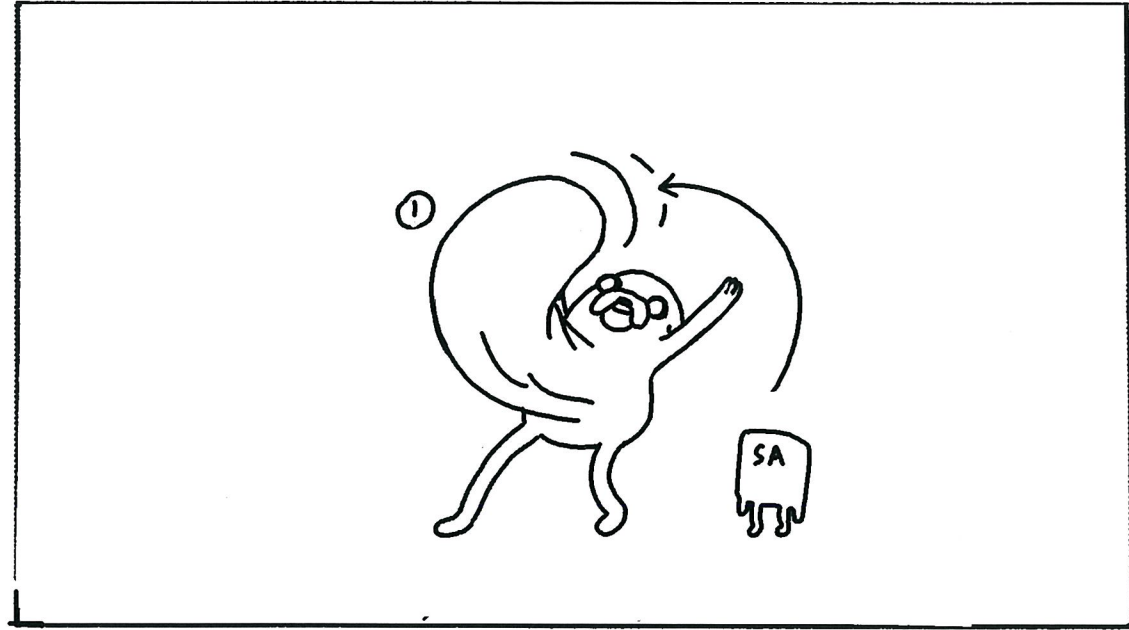
1042 247

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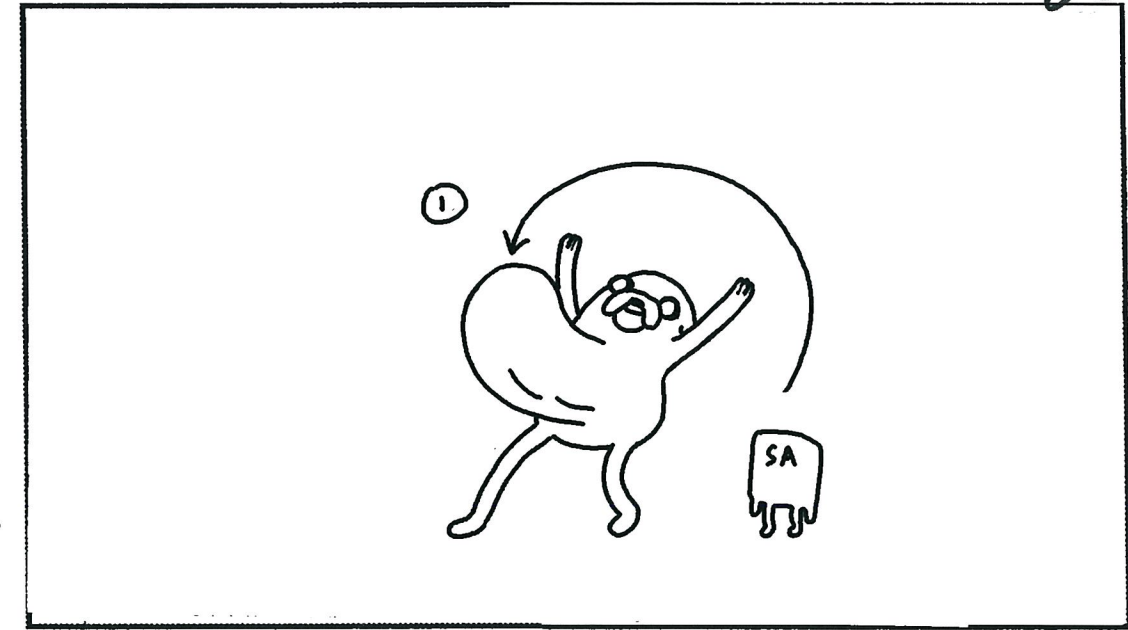
ADVENTURE TIME



Sc. *146 cont* Pnl. *H* Bg. day night



Sc. *146 cont* Pnl. *I* Bg. day night



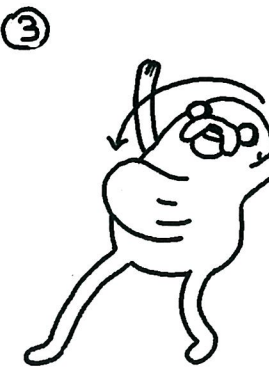


Page *232* *B*
day night *232 cont*

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1042 247

Dialog:	
	
	
Action	<p>② — J. WHIPS SKIN IN CIRCLES / SHRINKS BACK INTO BODY.</p>
Timing	

MAR 03 2016

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ADVENTURE TIME



Sc.

146 cont

Pnl.

J

Bg.

day night

Sc.

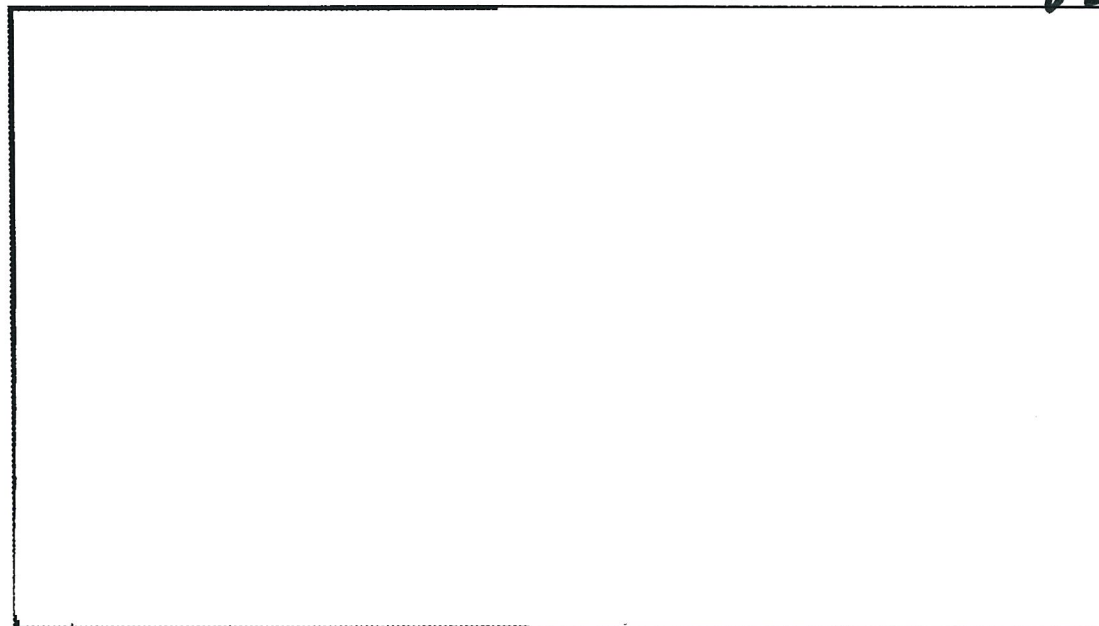
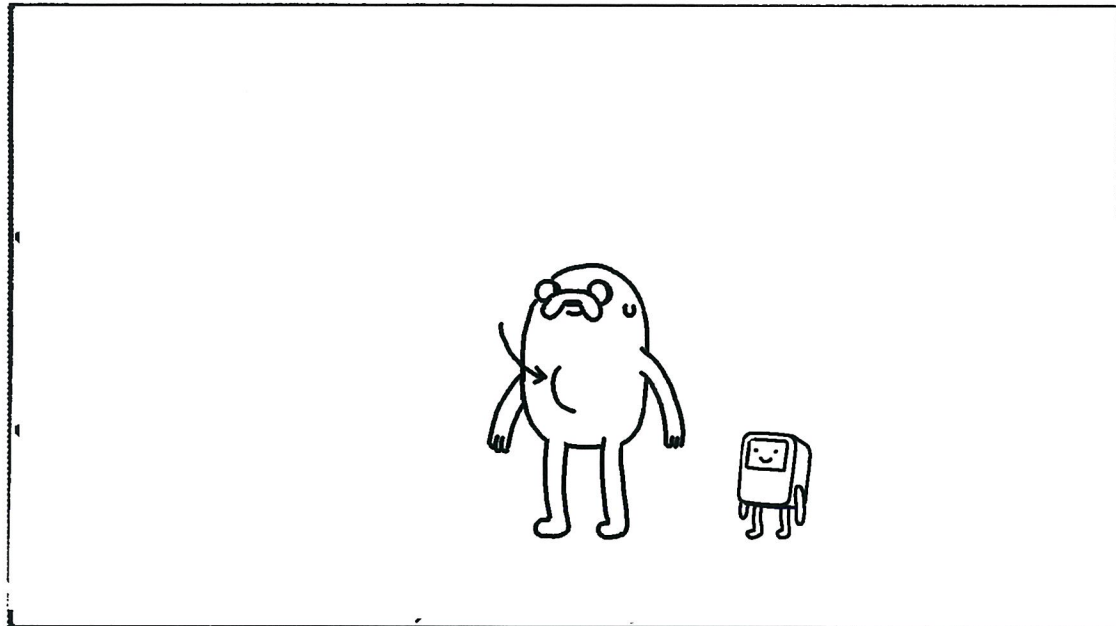
Pnl.

Bg.

Page

day night

238 E
233 EXT



Dialog:

Action:

Timing:

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EPISODE #

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1042 247

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1042 247

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ADVENTURE TIME

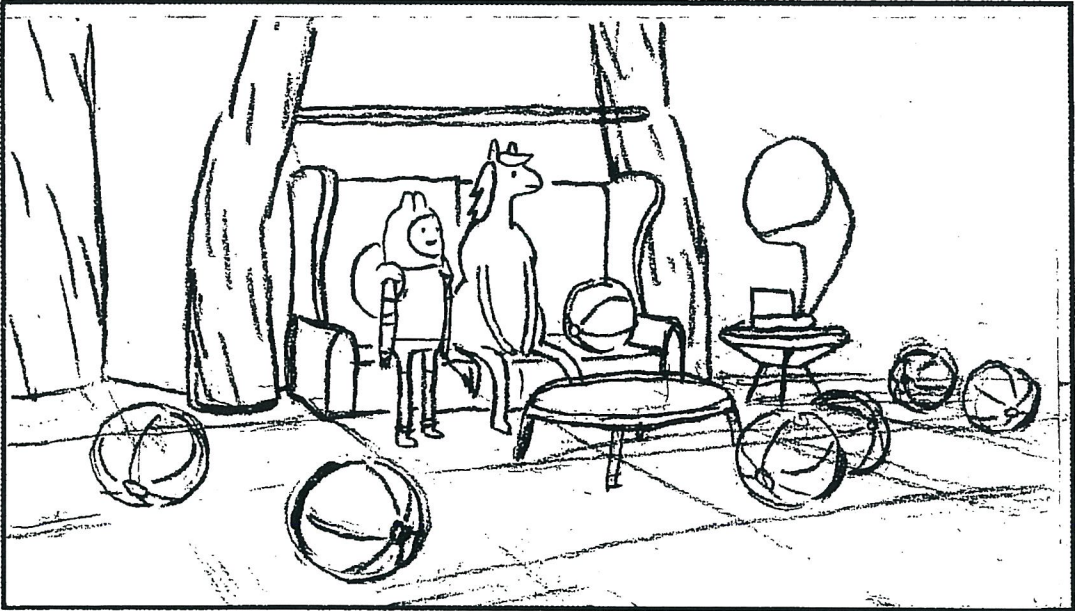


Sc. 147

Pnl. A

Bg.

day night

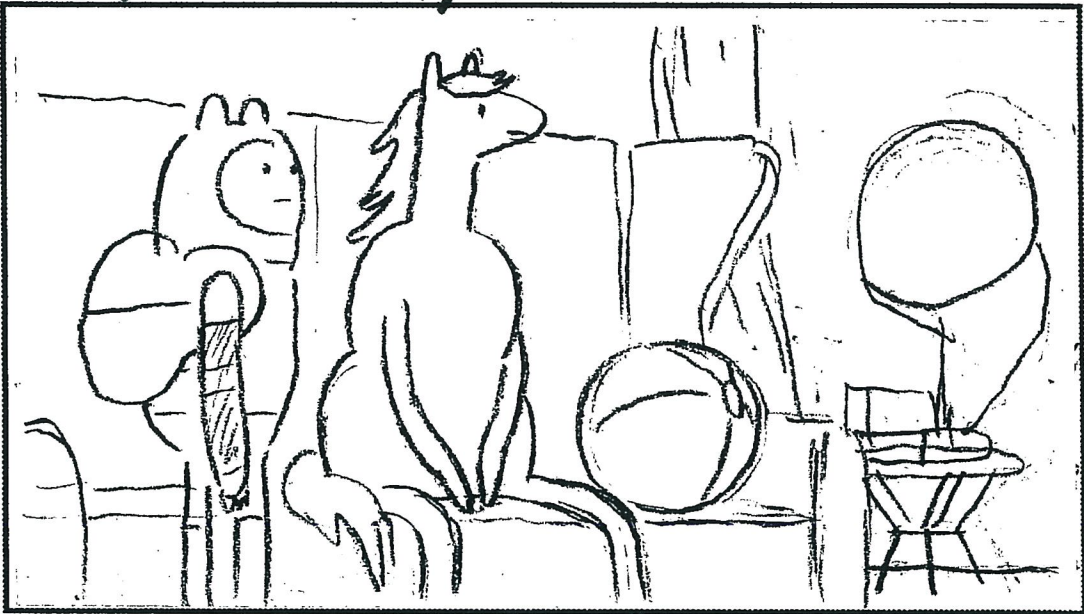


Sc. 148

Pnl. A

Bg.

Page 233
day night



Dialog:

① ALL FOR YOU, JAMES...

Action:

- JB LOOKS AT BEACH BALL.

Timing:



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EPISODE # 1042-247

Production:

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1042 247

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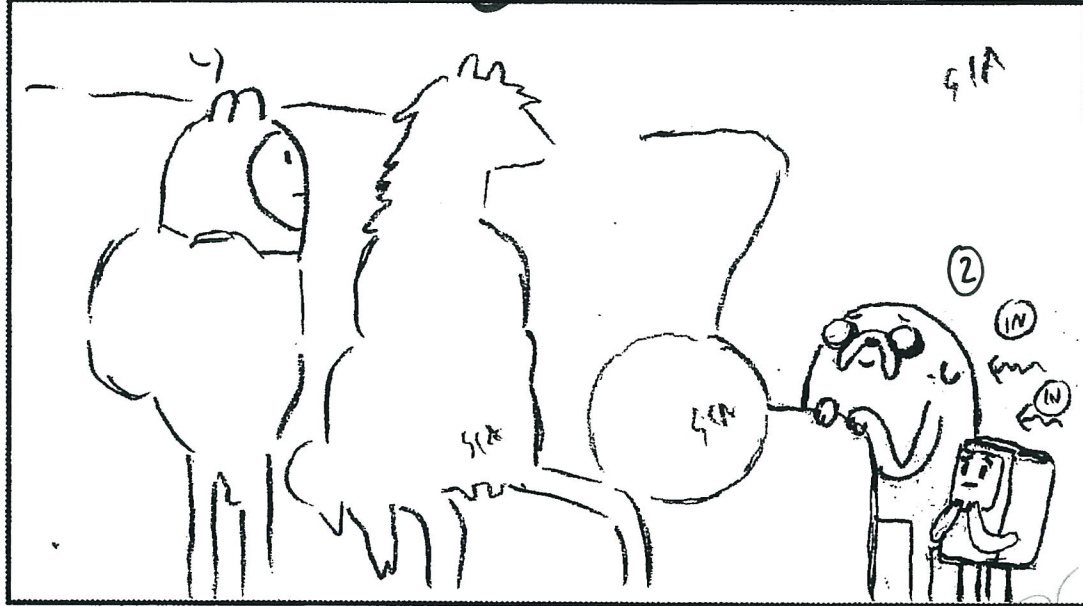
ADVENTURE TIME



Sc. *148 cont* Pnl. *B*

Bg.

day night



Sc. *148 cont* Pnl. *C*

Bg.

day night



Page *234*

EPISODE # 1042-247

Dialog:

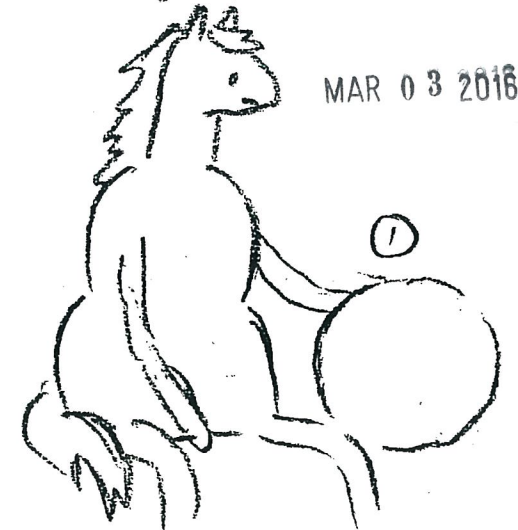
Action:

-J + BMO WALK ON/S
looking towards JB

Timing:



-JB PICKS UP BEACHBALL



MAR 03 2016

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1042 247

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ADVENTURE TIME



Sc. *148 cont* Pnl. *D*

Bg.

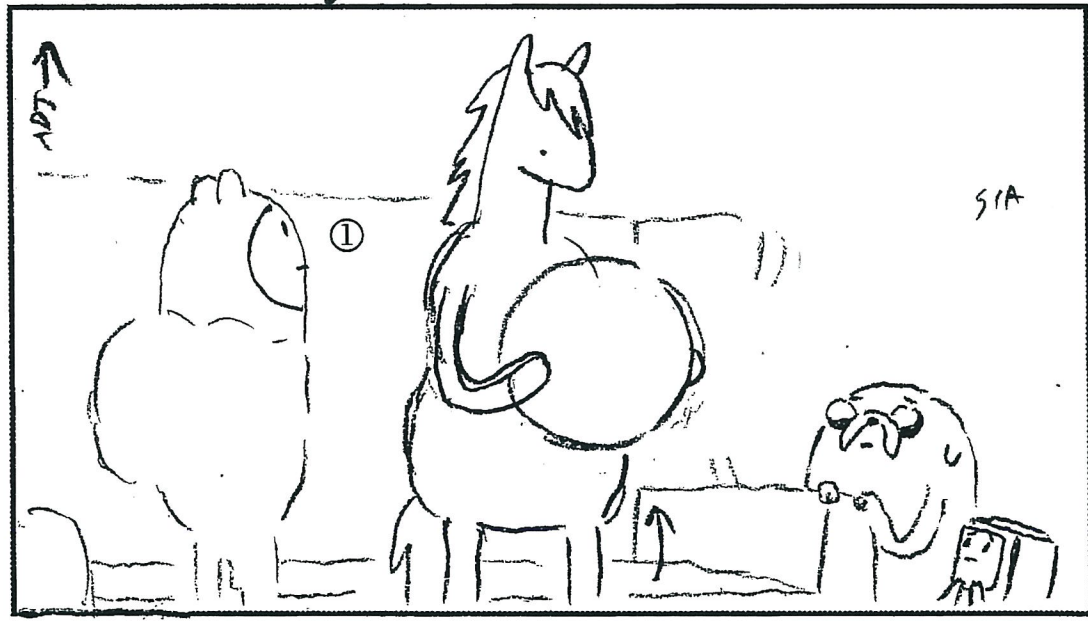
day night



Sc. *148 cont* Pnl. *E*

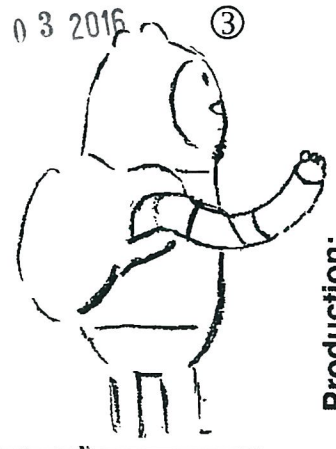
Bg.

day night



Page *205*

Dialog:	<p>① JAMES - JAMES - JAMES - JAMES</p> <p>② MAR 03 2016</p> <p>③</p> <p>- JAMES STANDS - ADT w/ JAMES - F DOES FIST PUMP</p>
Action:	
Timing:	



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Production:

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1042 247

1042 247

1042 247

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ADVENTURE TIME



Sc. 149

Pnl. A

Bg.

day night



Sc. 149 cont Pnl. B

Bg.

Page 236
day night



Dialog:
Action: - JB SHAKES HEAD MAR 03 2016
Timing:

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Production:

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1042 247

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1042 247

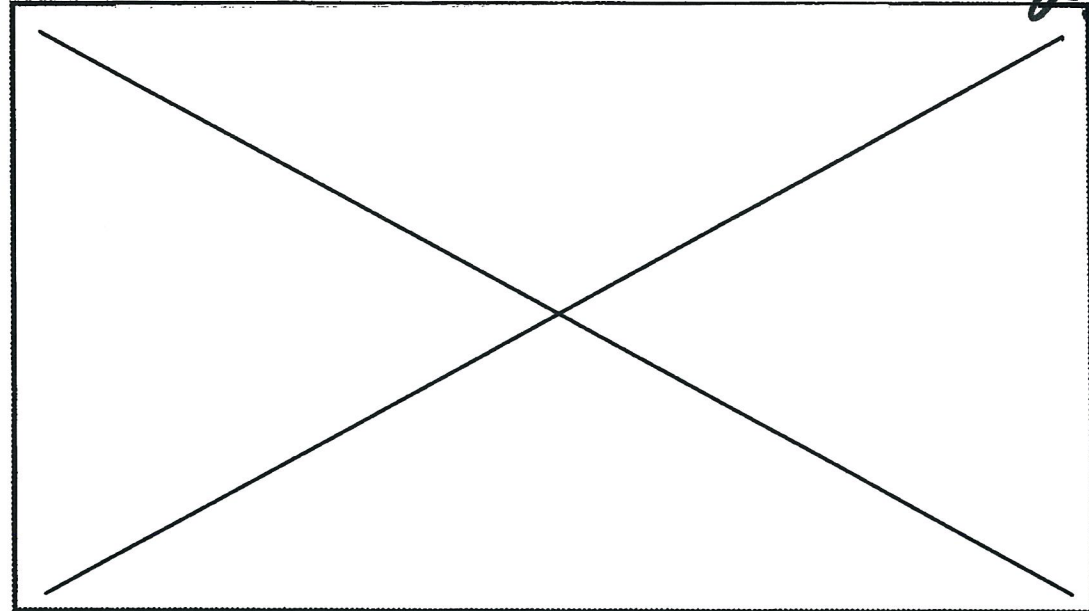
ADVENTURE TIME



Sc. **150** Pnl. **A** Bg. day night



Sc. Pnl. Bg. day night



Page **237**
237A-NEXT

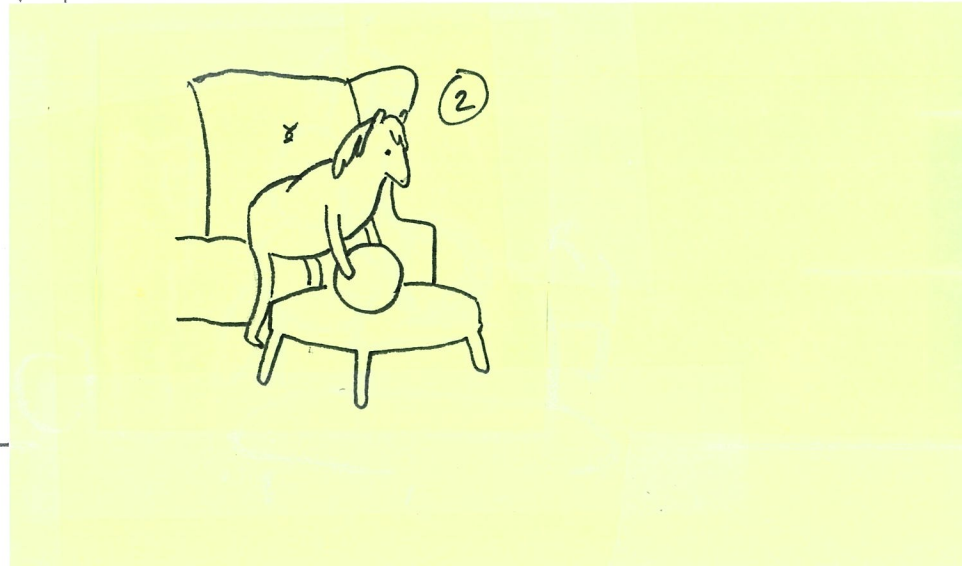
Dialog:

1 WHAT!

Action:

JB = PUTS DOWN BALL

Timing:



MAR 03 2016

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Production:

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ADVENTURE TIME




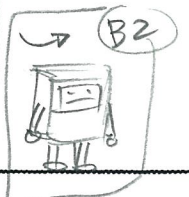
Page **737A**
238W

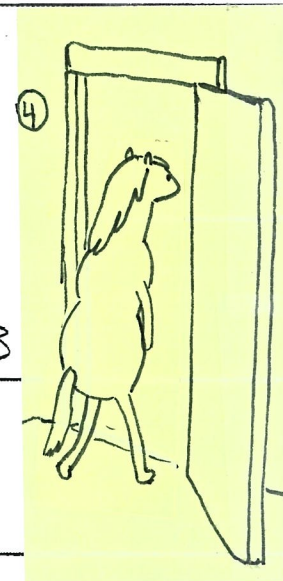
Sc. Pnl. Bg. day night Sc. **150 cont** Pnl. **B** Bg. day night



EPISODE # **1042-247**

1042 247

Dialog:			
Action:	<p>JB - WAVES OUT DOOR - PAN w/ JB</p>		
Timing:			



Production:

MAR 03 2016

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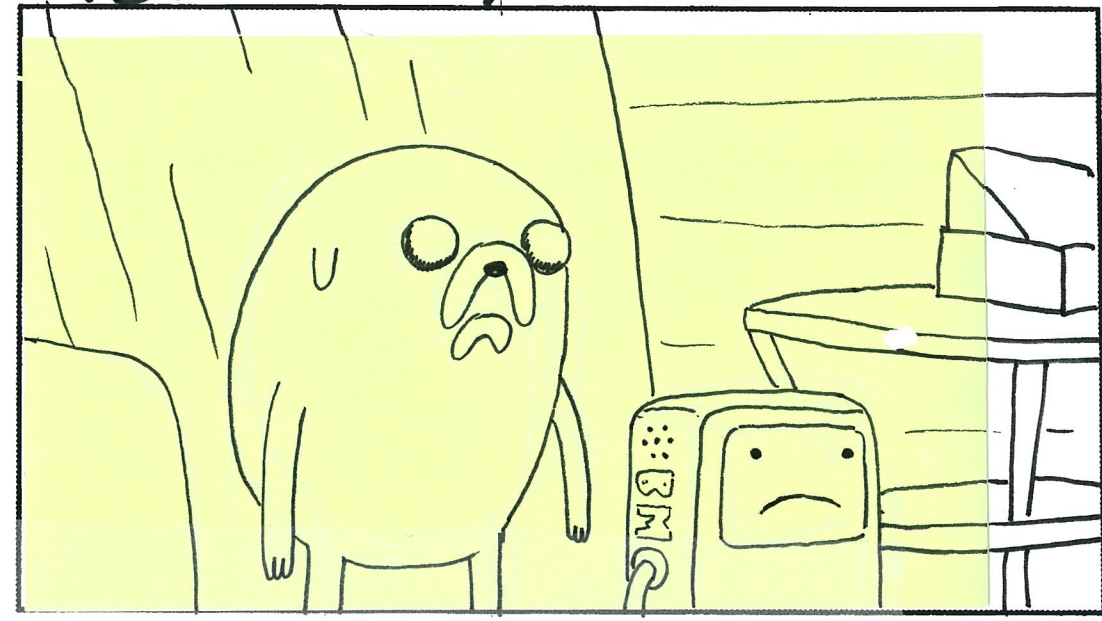
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ADVENTURE TIME

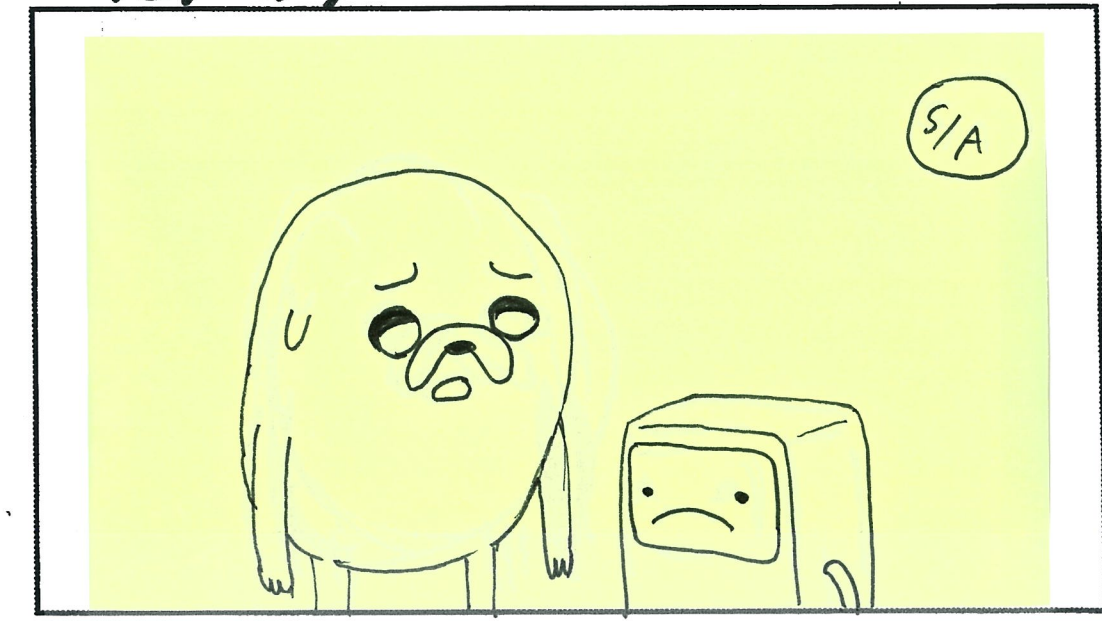


Page **238**
day night

Sc. **151** Pnl. **A** Bg. day night



Sc. **151/CONT** Pnl. **B** Bg. day night



Dialog:	<p>⑤: WE WERE TOO LATE.</p> <p>⑥: JAMES BAXTER IS RUINED FOREVER!</p>
Action:	<p>MAR 03 2016</p> <p>⑥</p>
Timing:	

EPISODE # 1042-247

1042 247

Production:

1042 247

1042 247

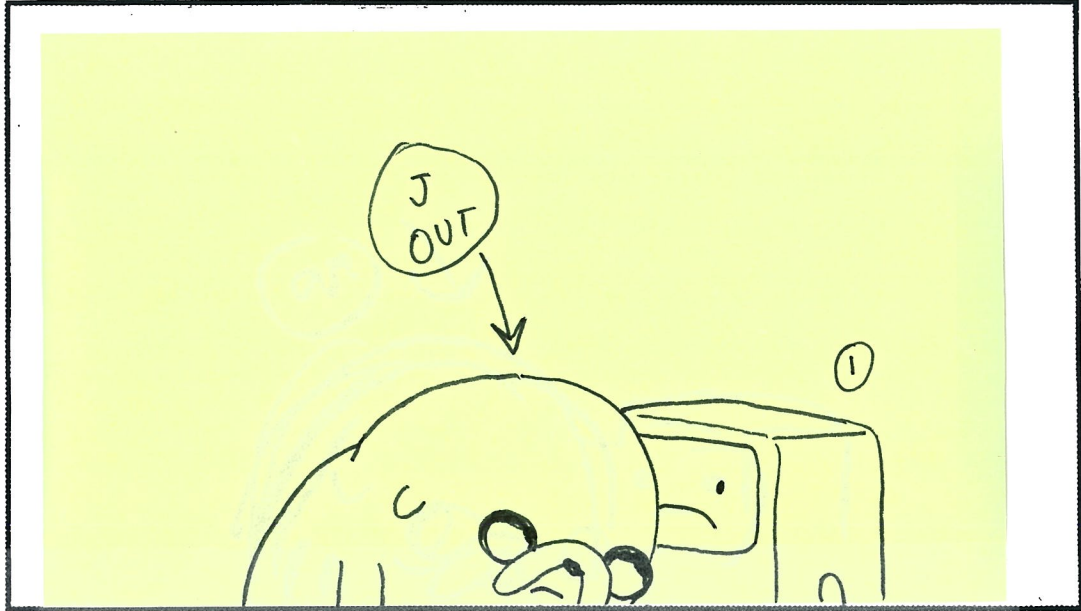
ADVENTURE TIME



Sc. **151 cont** Pnl. **C**

Bg.

day night

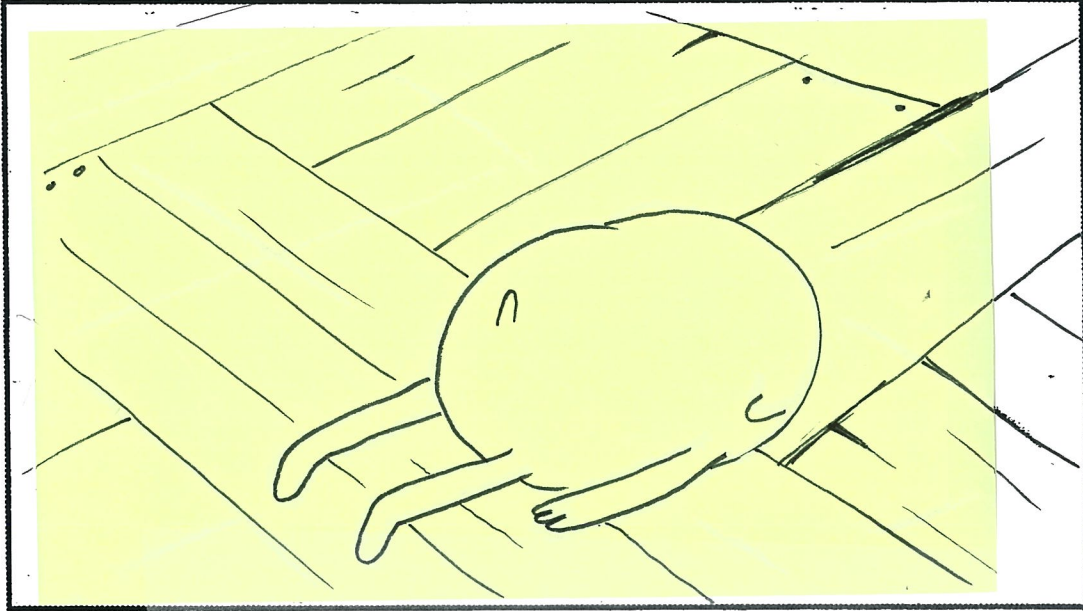


Sc. **152**

Pnl. **A**

Bg.

day night



Dialog:

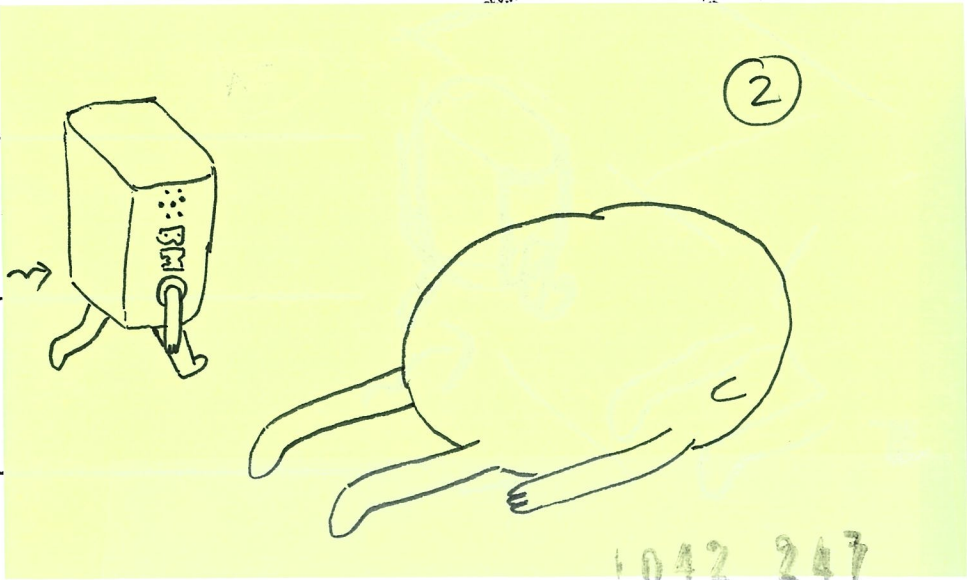
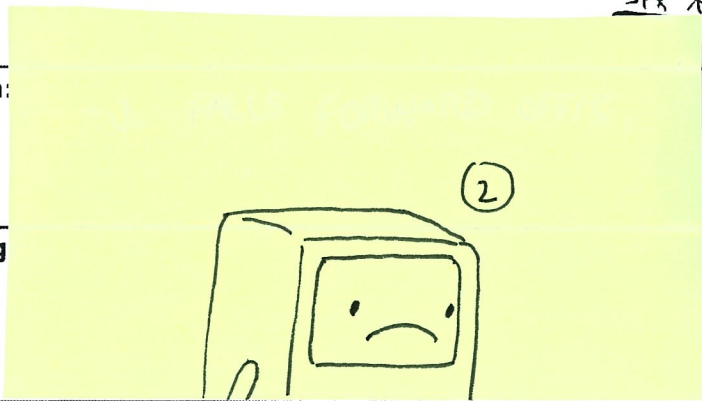
① THE WORLD IS CRUD.

Action:

SFX * THUMP *

-J. FALLS FORWARD O/S

Timing



MAR 03 2016

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ADVENTURE TIME

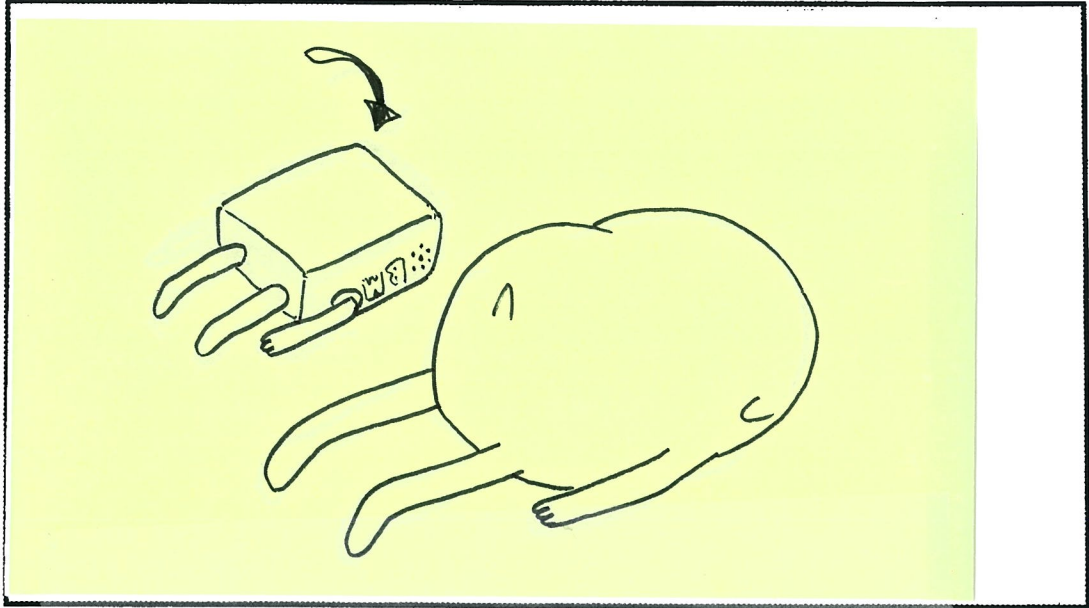


Sc. 158 cont Pnl.

B

Bg.

day night

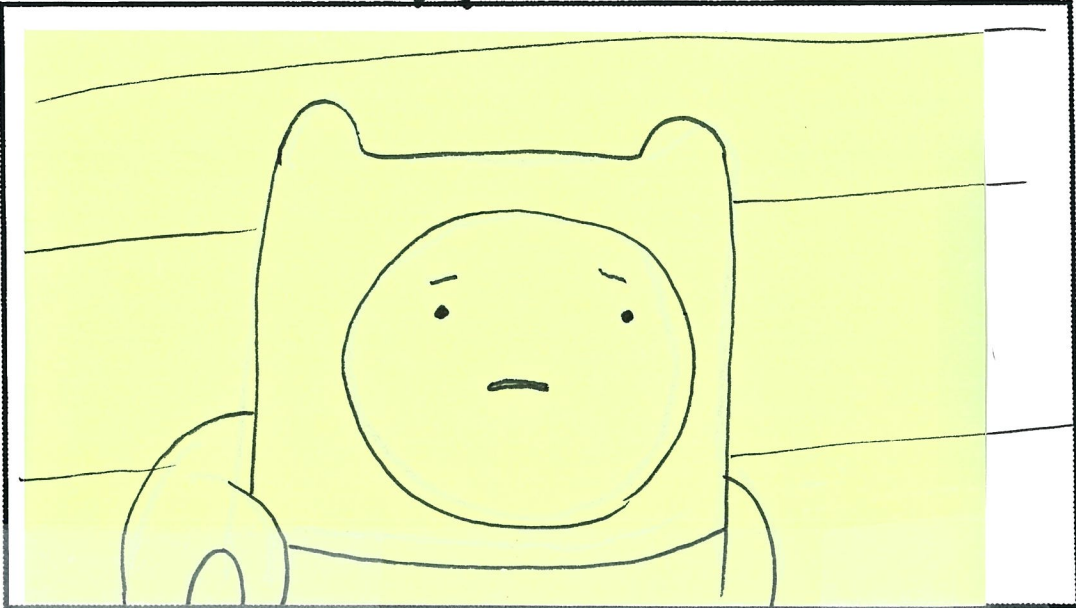


Sc. 153

Pnl. A

Bg.

Page 240
day night



Dialog:

SFX:
* CLACK *

Action:

- BMO FLAPS FACE DOWN,

MAR 03 2016

Timing:

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1042 247

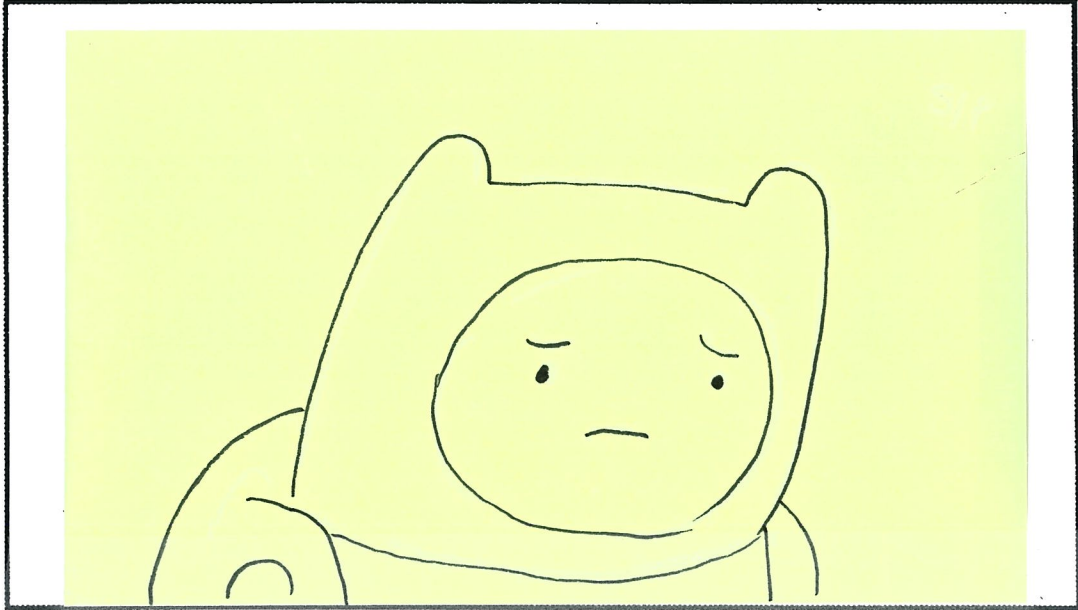
ADVENTURE TIME



Sc. 153 cont Pnl. B

Bg.

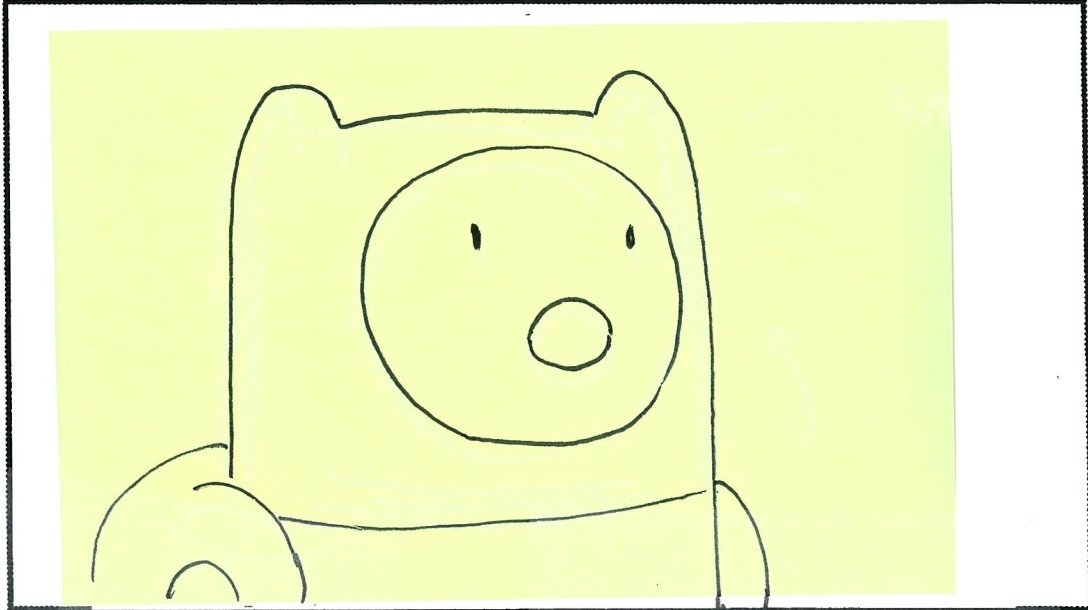
day night



Sc. 153 cont Pnl. C

Bg.

day night



Dialog:

Ⓢ: (OFF)
J A - A . A . A M M S
B A X T E E - E - R

Ⓢ: JAMES BAXTER!

Action:

- DISTANT CRY.

MAR 03 2016

Timing:

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Production:

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1042 247

ADVENTURE TIME

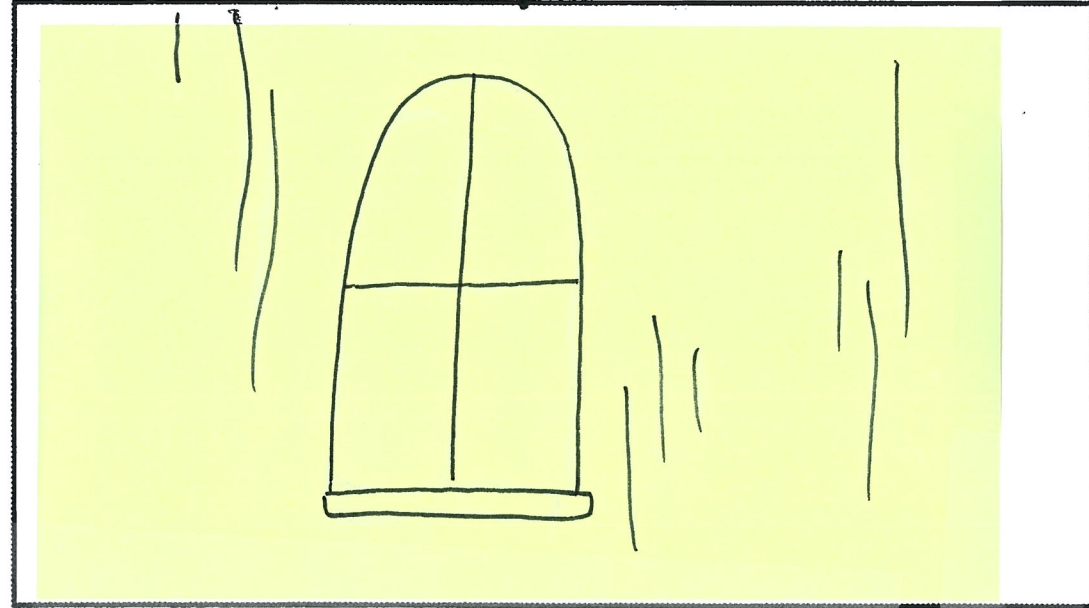


Sc. **154**

Pnl. **A**

Bg.

day night

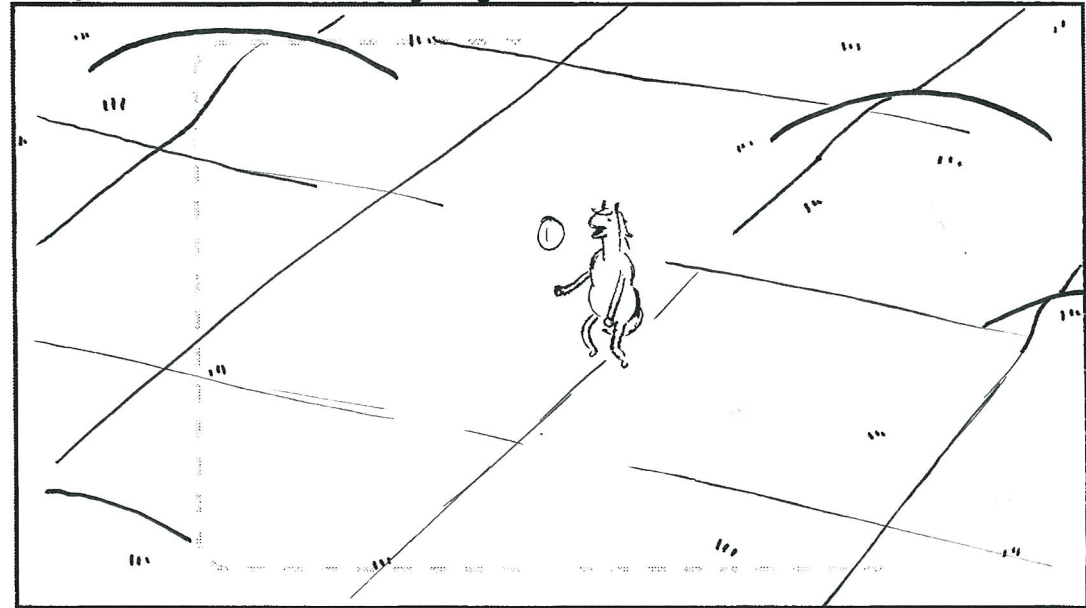


Sc. **155**

Pnl. **A**

Bg.

Page **242**
day night



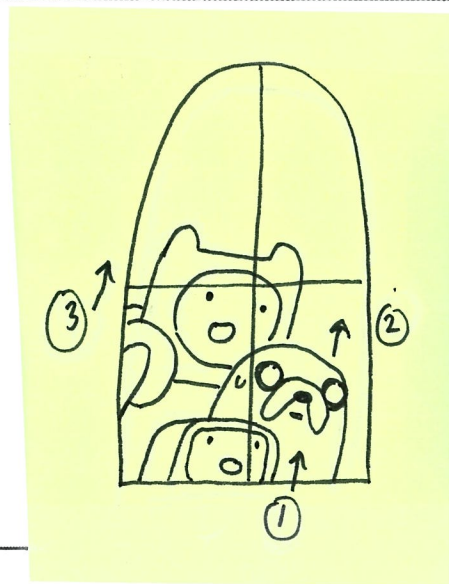
EPISODE # 1042-247

Dialog:

Action:

-FJ, BMO RUSH
TO WINDOW.

Timing:



JB: JA-A-A-MES →
① ② ①

- DANCING
- STEADY MOVES
- ARMS UP AND DOWN
- BUTT SIDE TO SIDE



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ADVENTURE TIME



Sc. **155 cont** Pnl. **B**

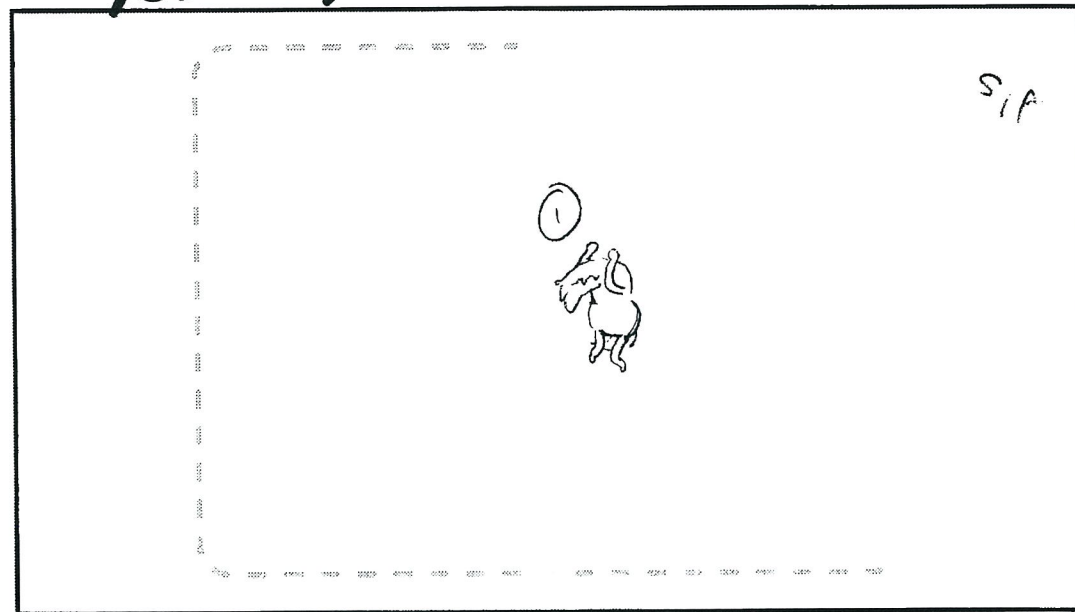
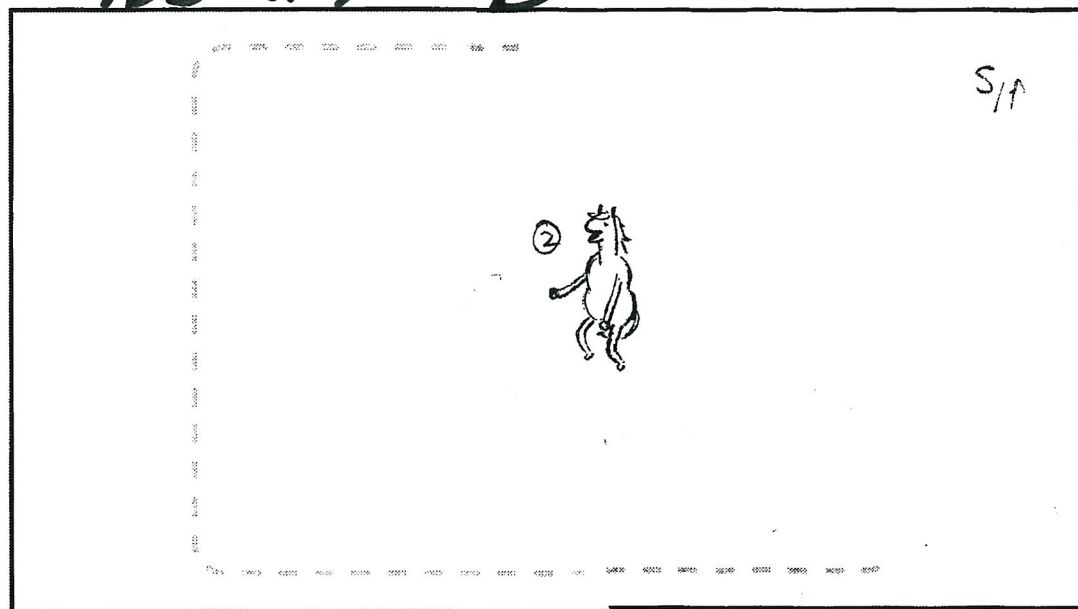
Bg.

day night

Sc. **155 cont** Pnl. **C**

Bg.

Page **243**
day night



EPISODE # 1042-247

1042 247

Dialog: **②**: BAXTER. R. R. !
① (CHANGES NAME TO A RHYTHM) **③**

(4 BEATS / SAME LENGTH AS)
"JAMES BAXTER"
(MAYBE HE CAN SAY "BOMP-BOMP-
BOMP-BOMP")
?

Action:

Timing:



①, ②, ①, ②



MAR 03 2016

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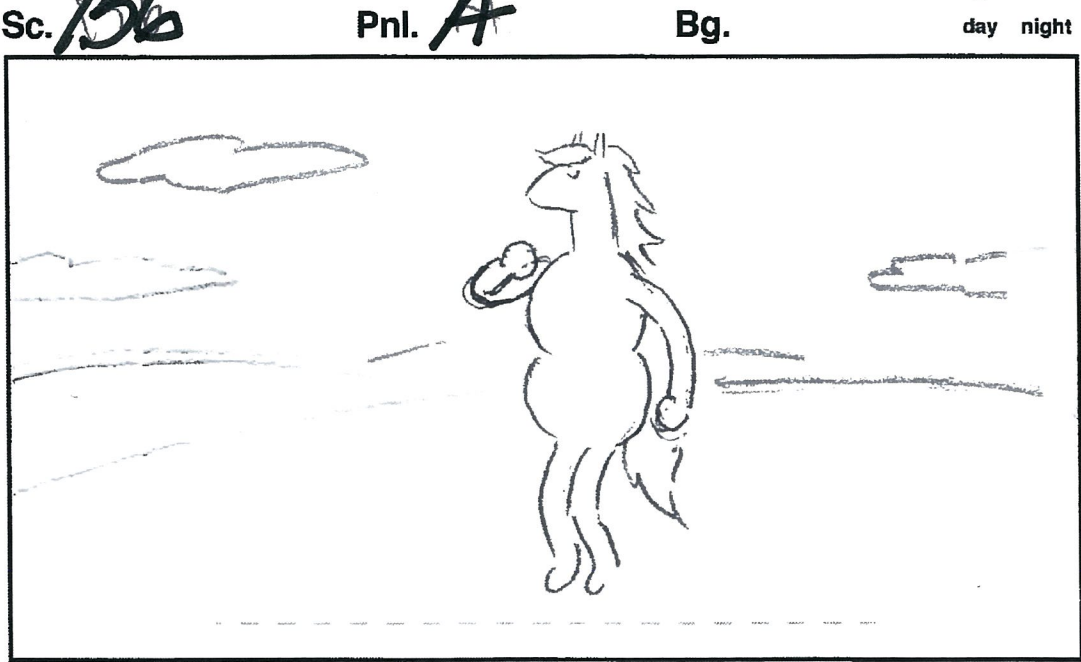
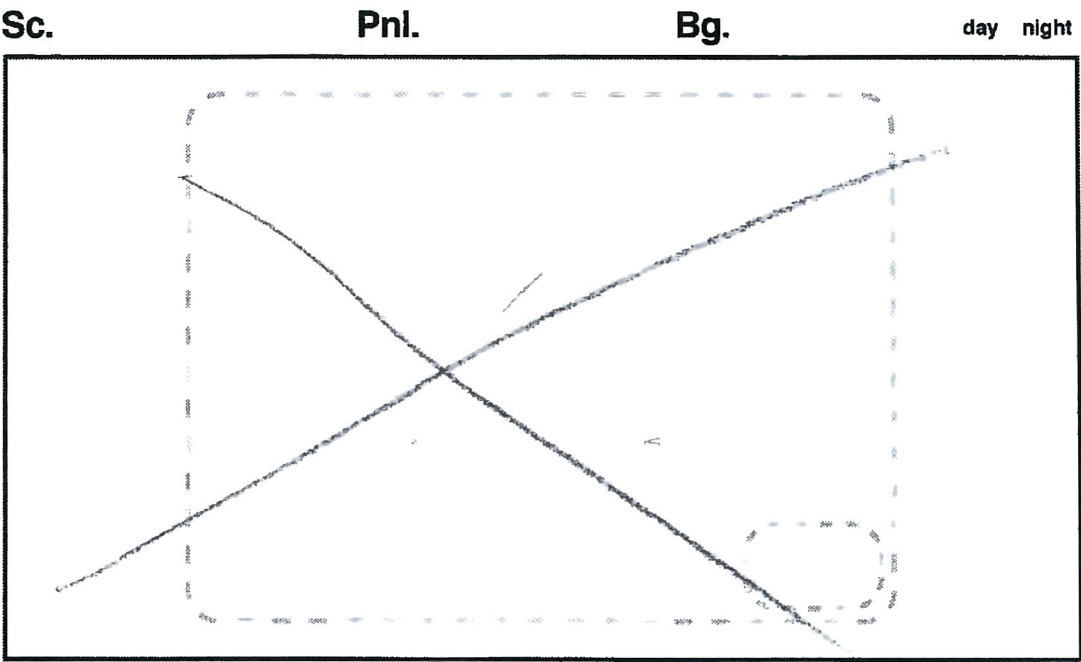
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ADVENTURE TIME



Page **244**



Dialog:	<p>38 J.A.A.M.E.S ① →</p> <p>(THIS HALF OF SCENE REFERENCED "THESE BOOTS ARE MADE FOR DANCING")</p> <p>3 - DIP THEN WIGGLE CHEST/HIPS</p>
Action:	
Timing:	



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1042 247

ADVENTURE TIME



Page 245

Sc. 156 cont Pnl. B

Bg.

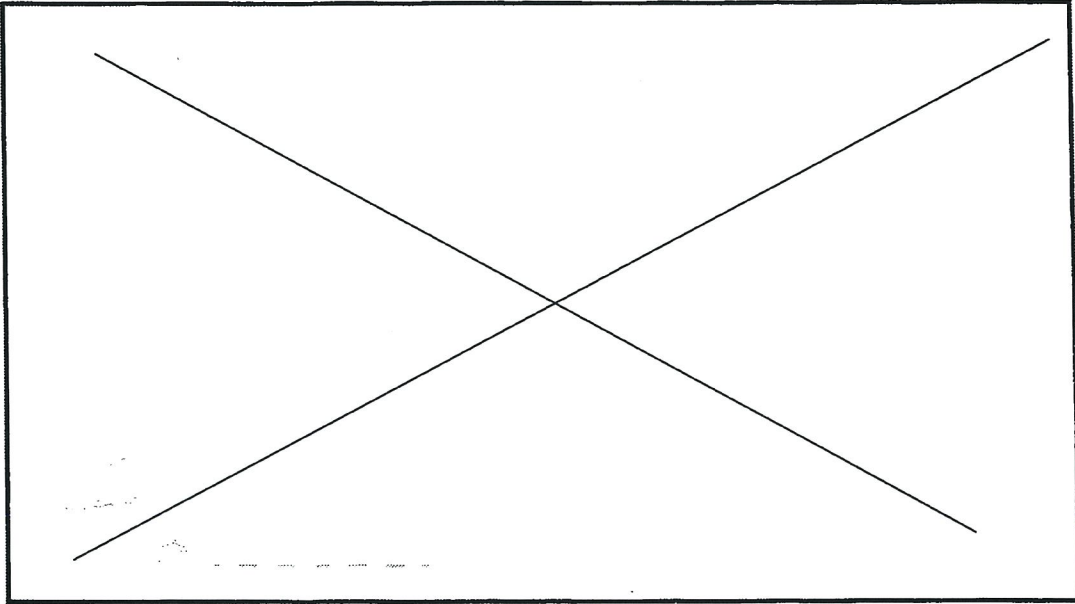
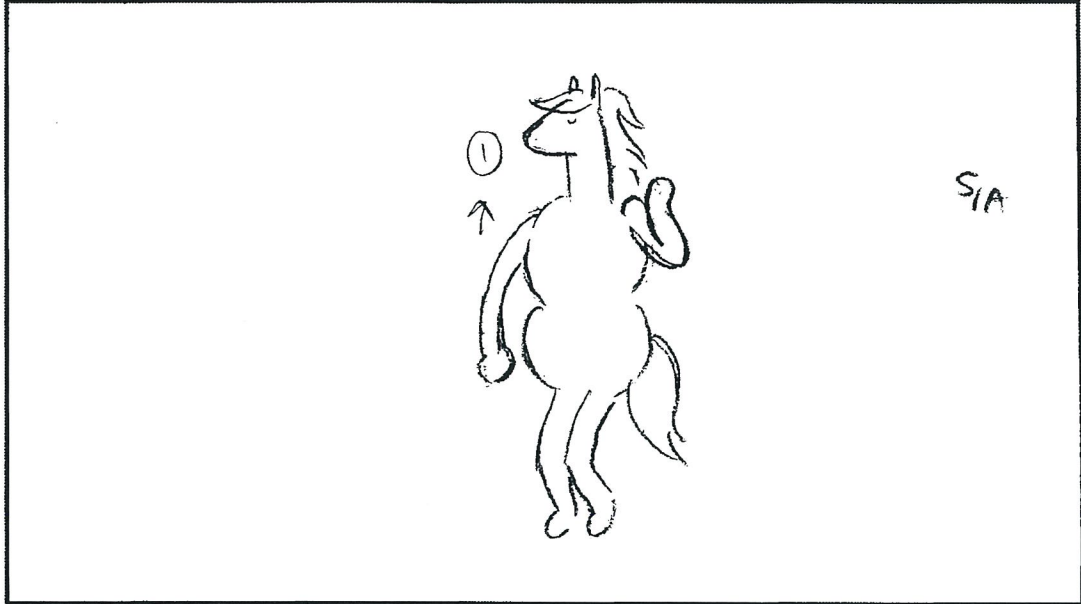
day night

Sc.

Pnl.

Bg.

day night



Dialog: ①: BAXTER - R - R
① ② →

Action: — RISE BETWEEN
"JAMES" AND "BAXTER" ①
— DIP + WIGGLE CHEST/
hips

Timing:



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Production:

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ADVENTURE TIME



Sc. 156 cont Pnl. C

Bg.

day night

Sc. 156 cont Pnl. D

Bg.

Page 246
day night



EPISODE # 1042-247

Dialog: (QUICK BEAT)

JB: Ooo, ooo, oooo

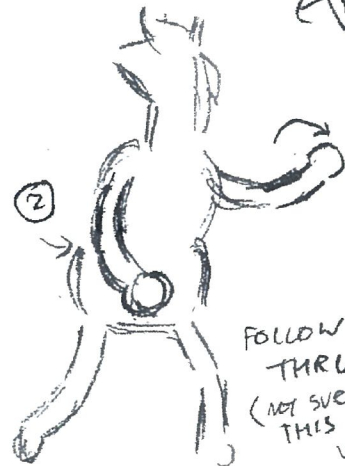
Action: SIDE STEP
AND TOSS UP LEFT ARM,
SWING RIGHT ARM

Timing:

REPEAT
PAGE 2X

(QUICK BEAT)

JB JAMES-BAXTER



- SAME THING
OPPOSITE DIRECTION

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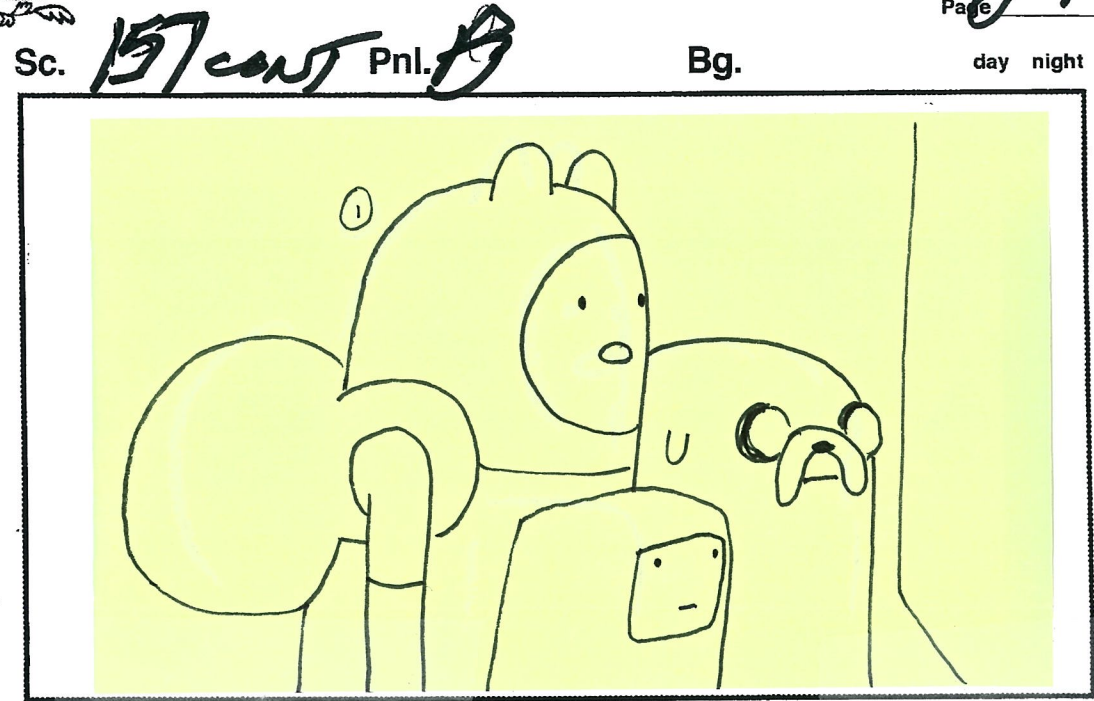
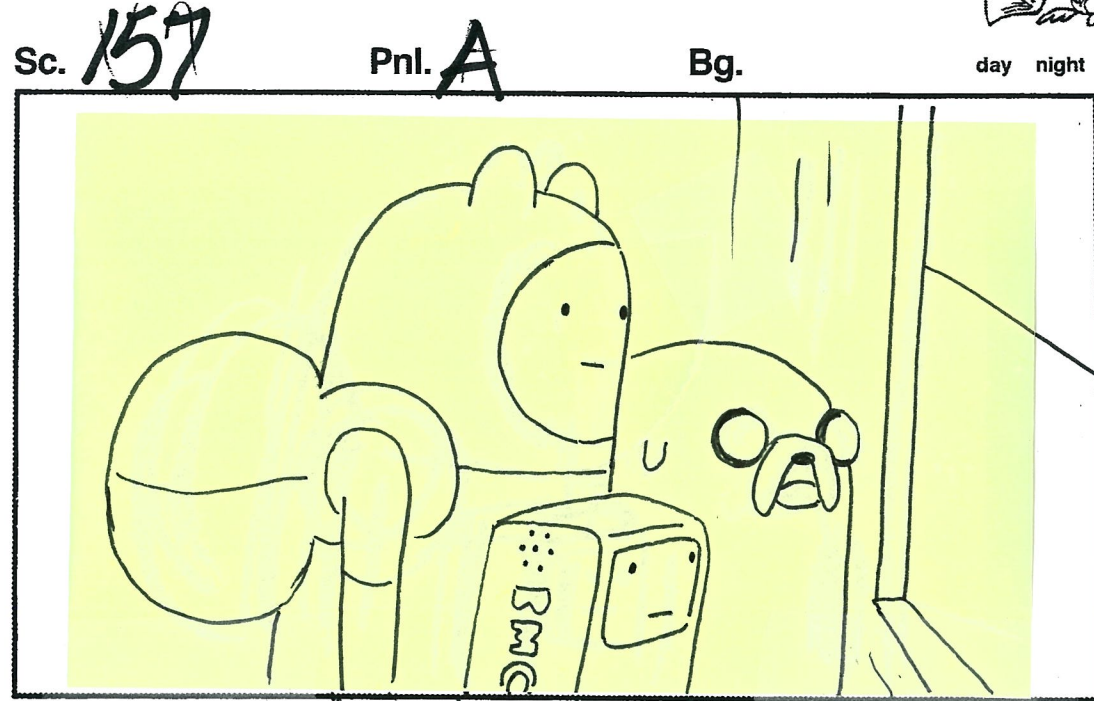
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ADVENTURE TIME



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Dialog:

③: WHO'S HE DOIN' THAT FOR?

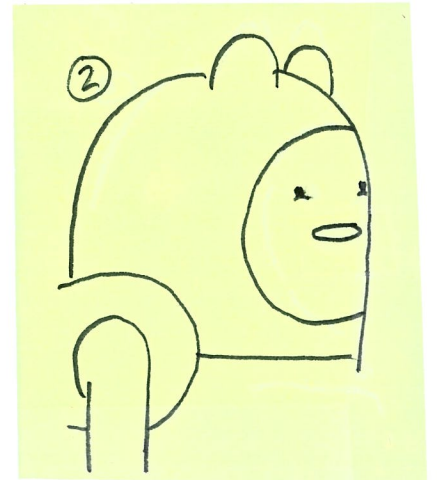
④: I THINK... ①

I THINK HE'S DOIN' IT FOR HIMSELF? ②

Action:

Timing:

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ADVENTURE TIME

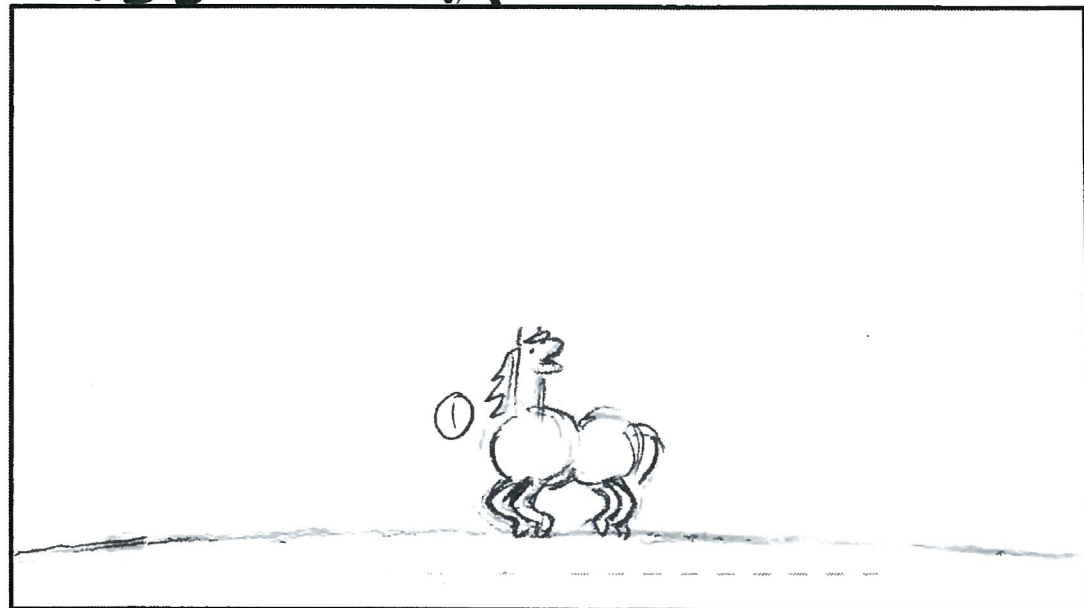


Sc. 158

Pnl. A

Bg.

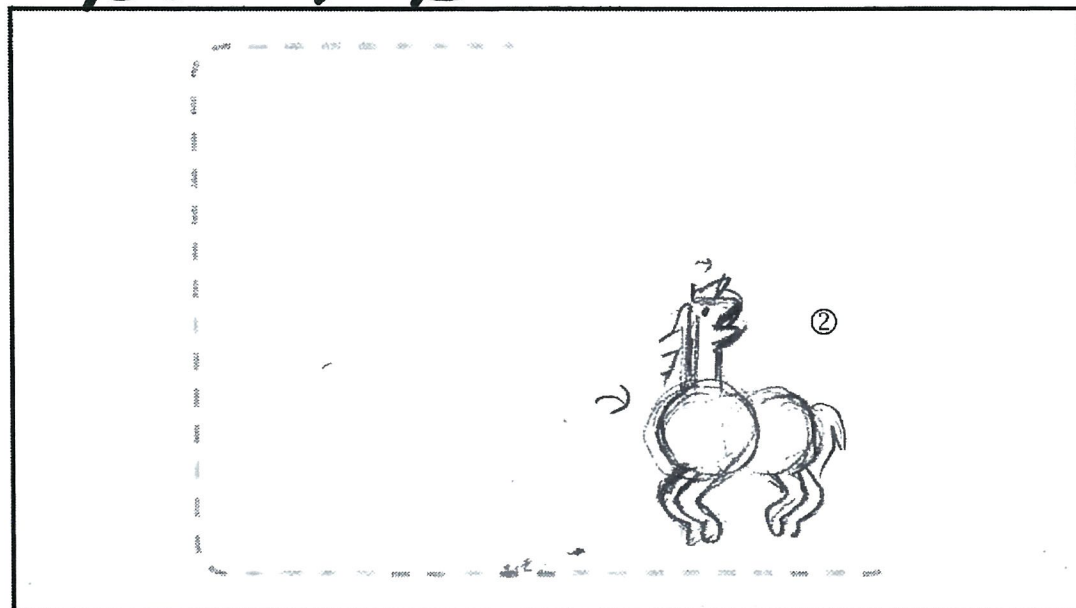
day night



Sc. 158 cont Pnl. B

Bg.

Page 248
day night



EPISODE # 1042-247

1042 247

Dialog:

JB: JA-A-A-AMES
BAXTERR~

Action:

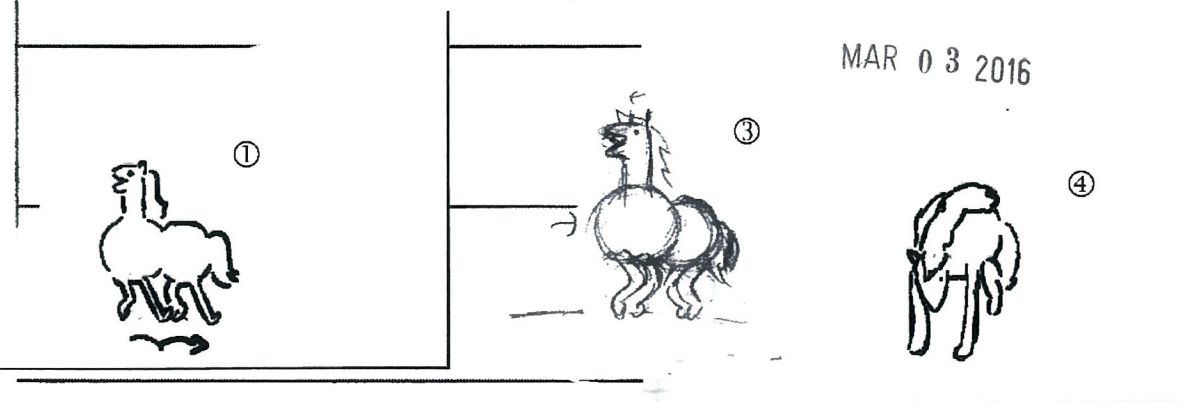
- JB SHUFFLES (OR HOPS)
SIDWAYS

Timing:



JB: JA-A-A-AMES
BAXTERR~

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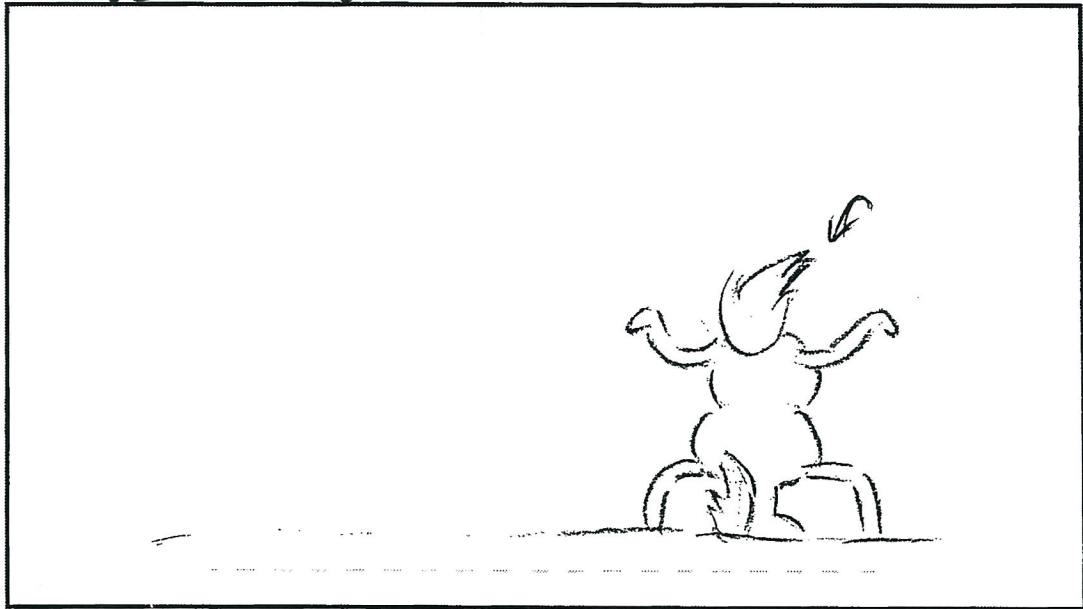
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ADVENTURE TIME

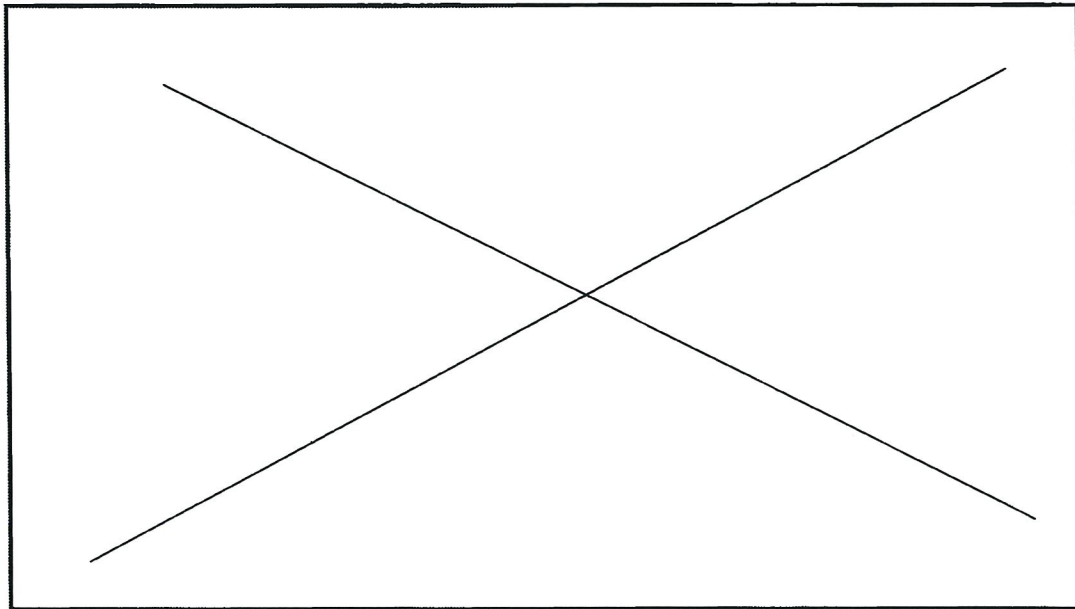


Sc. 158 cont Pnl. C

Bg. day night



Sc. Pnl. Bg. day night



Dialog: (quick)
BLAT - BLAT

Action:

Timing:

MAR 03 2016

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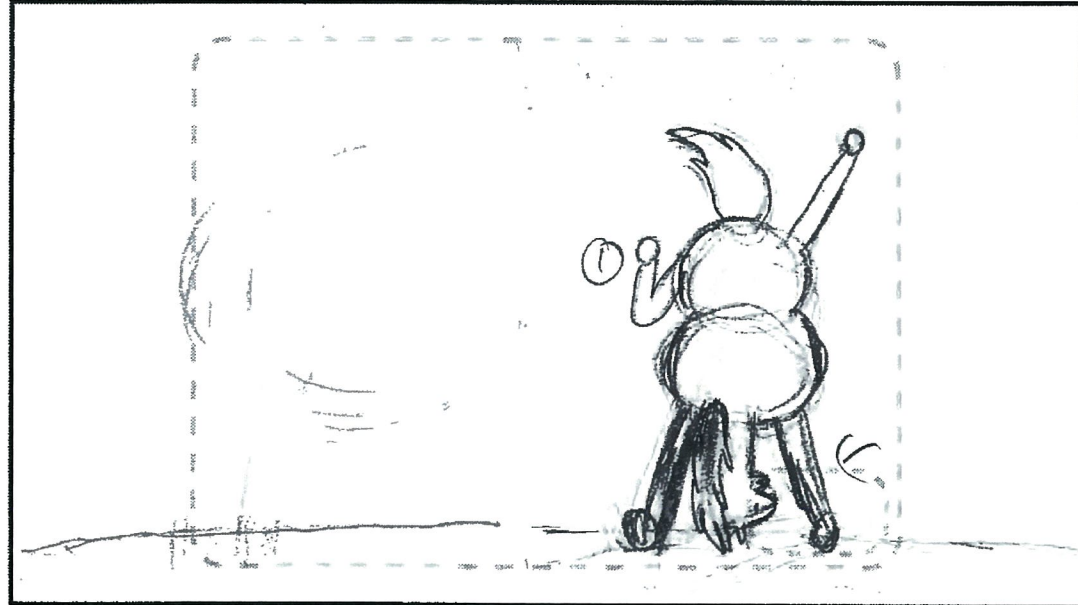
ADVENTURE TIME



Sc. **158 cont** Pnl. **D**

Bg.

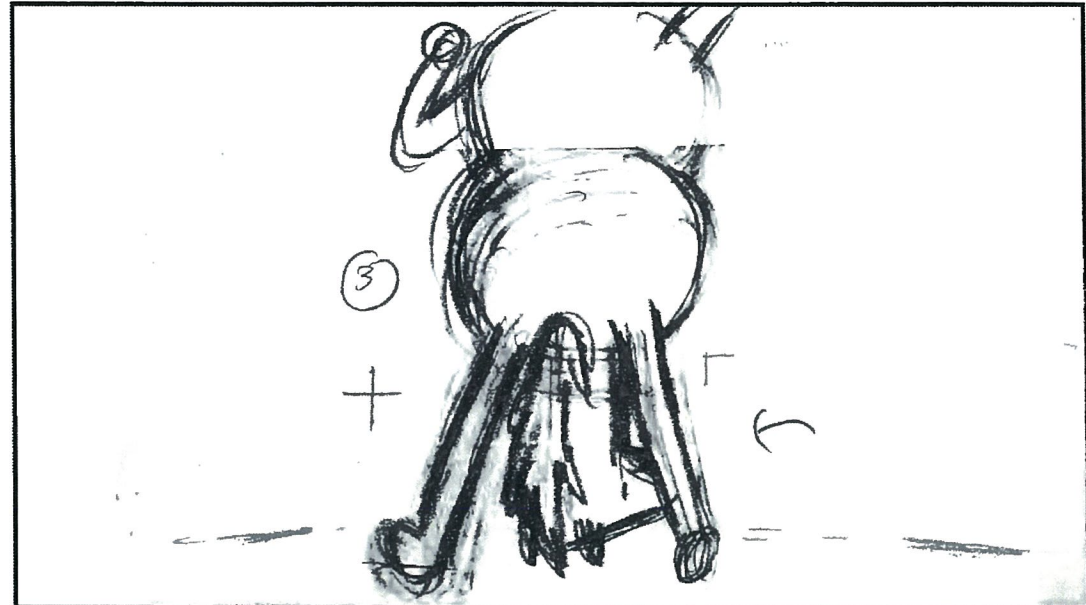
day night



Sc. **158 cont** Pnl. **E**

Bg.

Page **250**
day night



Dialog:

JB: ① J A A A ②
(DRAWN OUT DOUBLE TIME)

Action:

BACKWARDS
- WALKS ON FRONT LEGS
- FIST PUMPING AIR WITH
BACK LEGS TO BEAT

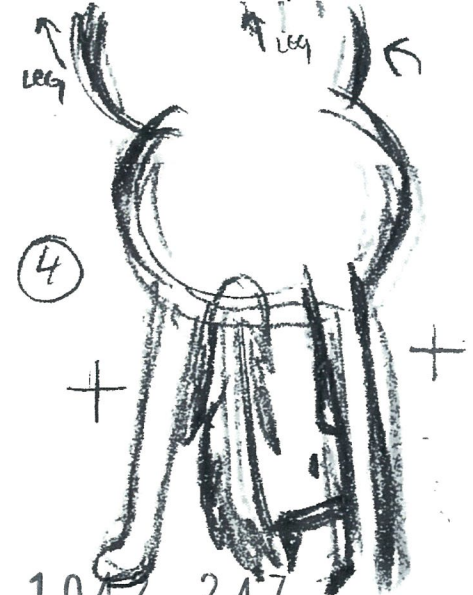
Timing:



JB: ③ A A A A - M E S ④
(CRESCENDO LIKE
LEADER FINALE?)

- ON 4th STEP, START TO
BEND BACKWARDS

MAR 03 2016



EPISODE # 1042-247

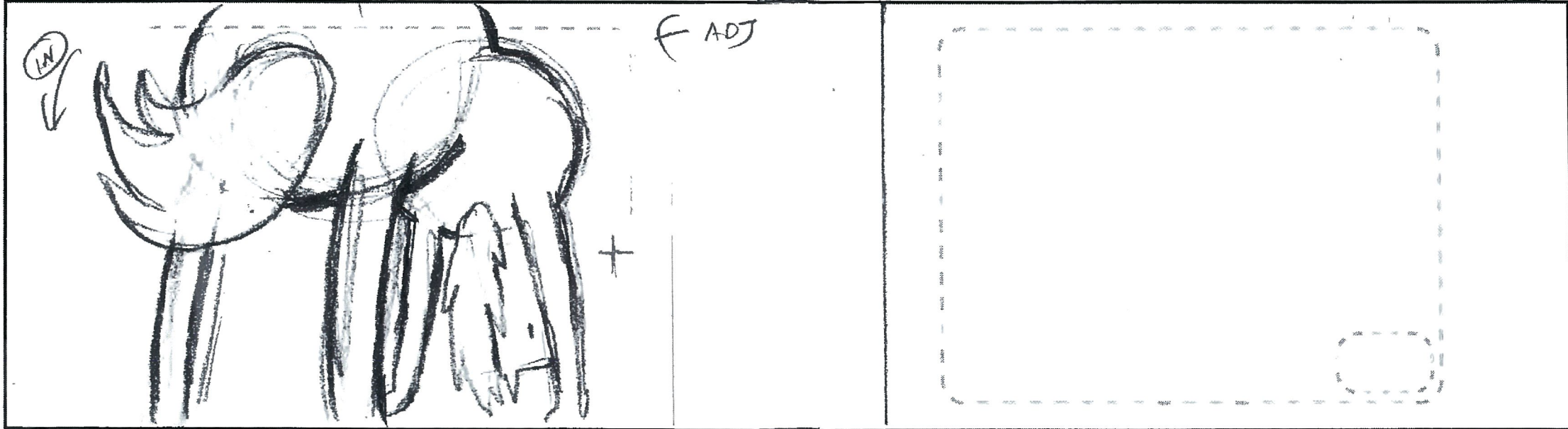
1042 247

1042 247

ADVENTURE TIME



Sc. 158 cast Pnl. F Bg. day night Sc. Pnl. Bg. day night



Dialog:

Action: - BEND BACKWARDS, PLANT HIND LEGS ON GROUND (SHOULD HAPPEN QUICK, CONT'N FROM PREVIOUS POSE WITHOUT SKIPPING BEAT) - ADJ W/ JB

Timing:

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Production:

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ADVENTURE TIME



Sc. **158 cont**

Pnl. **G**

Bg.

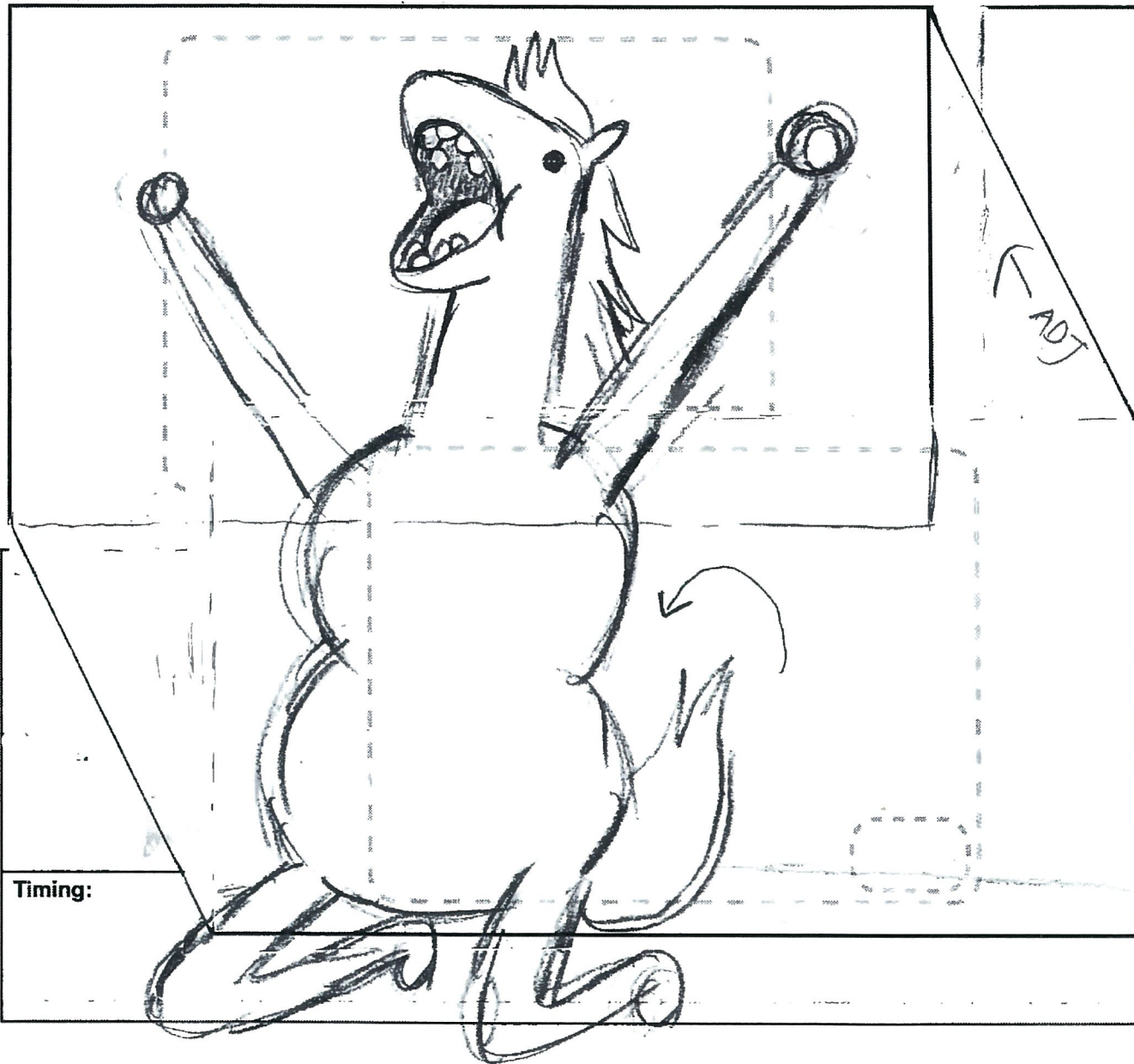
day night

Sc.

Pnl.

Bg.

Page **252**
day night



Timing:



Ⓢ: BAXTER-R-R!

→ PULLS HIMSELF UP/
DROPS ONTO KNEES

→ ADJ W/ JB

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END

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EPISODE #

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Production:

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